

FUR5-02

Herb Hunting

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

Version 1.0

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Unrest is increasing in southern Furyondy as the soldiers have been pulled from the outlying provinces for the war and assistance to neighboring nations. Yet for commoner and nobility, life goes on. At the end of escort duty of some gifts for the Rhavelle-Goldsaex wedding, Sir Frehicald Azkagar is anxious for further assistance for his ill daughter. Can you save Lystrilla? Recommended for PCs who have played *FUR2-03 Sheltering Wings*, *FUR2-06 More Than Gold* or *FUR3-03 Bells in Gold*. This adventure is designed for PCs levels 1 to 14 (APL 2 to 12).

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

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

RPGA SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In *FUR2-06 More than Gold*, PCs assisted Countess Kyaren Rhavelle in locating a family heirloom which had been stolen. In *FUR4-03 Bells in Gold*, PCs offered some assistance to Lord Ogart Goldsaex, leading to the arrest of Sir Tarik Elnar, the Countess' other primary suitor. Subsequently, the engagement of Countess Rhavelle to Lord Goldsaex was announced. Although Sir Tarik escaped his captors, the slur upon his name means that he will be unable to inherit his father's estates and any future activities in Furyondy will require disguise and use of an alias. Since Sir Tarik is a master of many forms, this is unlikely to be a concern for him. Currently, his whereabouts are unknown while he plots his next action.

Following a period of engagement, the wedding in the Gold County is approaching. PCs are currently traveling south along the border and the river towards Caronis, escorting a caravan containing Elven wine as well as gifts for the celebration.

Meanwhile, the situation in Veluna, previously a "safe zone" in the minds of the folk of Furyondy, has been heating up. Orcs, goblinoids and undead walk the land. This unrest is spreading and PCs encounter a little spilling over into their land. With most of Furyondy's troops occupied in the war on Iuz in the north and all that could be spared all ready sent to Veluna's aid and now trapped in Mitrik, there are no troops to spare for border patrol. Hence, the common folk on the border are beginning to see problems with evil forces drifting over from Veluna as well as Iuz forces from the area previously held by Highfolk.

Adventure Summary

The PCs begin as escorts for a caravan transporting gifts for the wedding and Elven wine. They meet with some commoners along the way to hear a bit about the situation near the border. As they continue on their way, soldiers moving north from Veluna attack the caravan.

The PCs arrive in Caronis, where they meet with Sir Frehicald Azkagar when he takes delivery of some of the items. Sir Frehicald is concerned about his daughter, who was struck very ill with a strange disease within the past few days. This is the PCs opportunity to assist the young lady and earn her favor – as well as that of her father. He sends them to Kisail, as he has heard there is an herbalist nearby who may be able to assist.

Arriving in Kisail, the PCs discover that the herbalist is in Dapple Wood and is the Druid of Dapple, Krishena. They

travel into the wood to meet with her and obtain the cure, running into some difficulty along the way. On the way out, they pass by the giant owl community, currently under attack, and may choose to provide assistance, thereby gaining further appreciation from the owls. The PCs then conclude their journey back towards Caronis to deliver the antidote to the worried father and his grateful daughter.

Preparation for Play

Prior to beginning the module, the GM should check to see if any PCs have played *FUR2-03 Sheltering Wings* and, if so, whether they earned the Favor of the Owls. There are also NPCs in this module who appeared in *FUR2-06 More Than Gold*, *FUR4-03 Bells in Gold* and *FUR4-07 Under the Pale Moon*. Determine whether PCs have played any of these modules since it is likely the NPCs in question will remember them. The GM should also determine whether any PCs are initiate or druid level in the Old Faith meta-organization, are knights or squires in the Order of the Hart (Furyondy) or are members of the Furyondy military.

Introduction

You and your stalwart companions have agreed to provide protection for a caravan, currently traveling from Highfolk to Caronis. The caravan is rather small, consisting of only two wagons, but with the recent unrest in Veluna and Highfolk, the merchants were anxious to hire on some extra hands to provide protection. You have left the area of Highfolk and are currently traveling south through Furyondy towards Caronis.

PCs have been with the caravan about a week and have already fought a couple of conflicts in Highfolk, so they are familiar with each other as sword companions. Thus allow PC introductions and coordination of spells, if requested. Once PC introductions are complete and spells are selected, proceed to Encounter One.

Encounter One

The PCs arrive in the small hamlet of Berryridge during the course of their journey. Currently they are not far from the Velverdyva River between Baranford and Caronis in the Duchy of the Reach.

In the early evening the “caravan” you are escorting arrives in Berryridge. Too small to be considered even a village; the hamlet contains a couple homes, a

blacksmith, a small shrine and a tavern. Though the Augman brothers have informed you there are no rooms to rent at the tavern, they note your group can make no further progress this evening and they plan to accept the limited protection of the hamlet. Besides, the beer here is good...

By the time the PCs arrive, dusk is falling. Most of the hamlet's inhabitants are either at their home or in the tavern common room. The exception to this is the shrine to Heironeous, currently housing the town's cleric. The Augman brothers, Pavlar and Nalm, head immediately for the tavern. They don't expect any trouble, so they tell the PCs to consider themselves nominally “on leave” until the next morning; although they expect the PCs to keep their ears open for trouble and respond if needed. Note that PCs who played *FUR4-07 Under the Pale Moon* may remember the Augman brothers from that module.

The tavern itself is a simple structure serving ale, beer and food. It consists of four tables, three of which are occupied at the PCs entrance, as well as a bar that can seat three more. No rooms are available; PCs may sleep on the common floor, or camp near the wagons of their “caravan.” PCs who decide to visit the tavern can interact with the townfolk. No Gather Information checks are necessary, but the townfolk expect some news in exchange for giving the information (e.g. ask at least one question and wait for a response for each of the rumors below).

Questions:

- What is the word on the war in the North?
- Have you heard anything from Chendl? What is happening there?
- When will soldiers be freed from the war to help us here?

Rumors:

- The Countess Rhavelle is to marry Lord Ogart within the month. Some general rumors about large amounts of alcohol ordered or a famous bard or two are to play there, etc, are also likely.
- There have been increasing problems with undead in the area. At first, this was just from the north, but within the past year they've been coming from other directions as well.
- Merchants have reported problems with trade lately due to unrest in Highfolk and Veluna.
- There are a lot of goblins and orcs down in Veluna. Most of those present (see creatures section) present

this as “what they deserve” stating that Veluna has traditionally depended on Furyondy to fight their battles for them. This progresses into a tirade against Rao followers who are so peace-loving they have forgotten to defend themselves, etc. Most of the townfolk are quite bitter towards Veluna and, by extension, followers of Rao.

- The King sent a bunch of soldiers and knights down to help Mitrik (in Veluna). *“They’re our soldiers and our people. Why aren’t they defending us? Instead, we have to deal with the orcs and goblins on our own.”*
- *“Word is things are even worse closer to the border.”*
- Any knights (or anyone appearing to be a knight) is automatically asked, at some point during the evening: *“Can you tell the king his people need protection too?”* (If asked to explain, this is again bitterness about the aid to Veluna, which the townfolk feel came at the cost of their own protection, given increasing problems with orcs and such locally).

Creatures:

Shem: male human Exp2. Shem is the hamlet’s blacksmith and is a young, but burly man with curly brown hair and hazel eyes. He has lived here all his life and lost several friends to the military as well as, most recently, his sweetheart to an orc attack so he is extremely bitter and is one of the two leaders in the call for local military support in the vicinity.

Volana: female human Com2. Volana is the hamlet’s baker and runs the tavern with her husband, Arven. Middle-aged and rather homely, she nonetheless has a kind heart and motherly nature. She is more tolerant than many in the hamlet and chastises them for speaking ill of followers of Rao, encouraging tolerance. She follows Beory.

Arven: male human Com2. Arven brews the town’s ale and beer, and runs the tavern with his wife Volana. Also middle-aged, he has dark hair and eyes, with a scrawny build. Arven tends to go with the crowd and agrees with the sentiments of the others, despite looks of concern from his wife.

Farmers (Motag, Worem, Bren, Torr) are currently at the tavern. The farmers grow various staples nearby the hamlet and are here to relax after a long days work. The most vocal in supporting Shem’s views is Bren, who is of an age with Shem. All, however, share similar views.

Pavlar Augman: Male gnome Exp7, hp 30. Pavlar is an elderly three-foot tall gnome with a potbelly. He is completely bald and has a thick white beard. Well into his third century, this gnome has a long, wide, bulbous nose and sharp brown eyes. When sober, he possesses a sharp wit, keen business sense, and enough avarice to gain the awe of a dragon. Pavlar is completely loyal to his brother, Nalm.

Nalm Augman: Male dwarf, War4/Exp5, hp 52. Nalm is a four-foot tall dwarf with a thick white beard. Like his brother, he is also bald and very overweight. Nalm is over three hundred years old and can barely hold up his end of a conversation before becoming befuddled. He has kind rheumy blue eyes and wide friendly face. When sober and of keen mind, he is also a shrewd businessman and possesses enough avarice to make the above aforementioned dragon’s mate envious. Nalm is completely loyal to his brother, Pavlar. Nalm was reincarnated (as a dwarf) after a failed business venture involving wheels of Littleberg Cheese and a goblin tribe.

Encounter Two

The caravan is carrying Elven wine as well as some other handcrafted products to Caronis, but has not yet arrived. Some of the evil forces have drifted over from Veluna, and the caravan (lightly guarded as it appears) makes a tempting target. This encounter occurs in the late afternoon the day after the PCs leave Berryridge.

After a pleasant night in Berryridge you’ve again hit the trail. As usual after a night in town, the Augman brothers are sleeping off the effects of the previous evening’s overindulgence in the back of the second wagon. The drivers seem a bit uneasy after some of the rumors they heard in Berryridge about troubles ahead. The morning passes pleasantly, as does the early afternoon. Sometime after the Augman brothers have managed to rouse themselves you hear a loud war cry as arrows thud about the caravan from rocks around you.

Creatures:

APL 2 (EL 4)

Kreng, male hobgoblin Ftr1: hp 13; see *Appendix One*.

Hobgoblins (6): hp 6; see *Monster Manual*/page 153.

APL 4 (EL 6)

Kreng, male hobgoblin Bbn2/Ftr1: hp 37; see *Appendix Two*.

Soldiers (6): male hobgoblins Ftr1, hp 13; see *Appendix Two*.

APL 6 (EL 8)

Kreng, male hobgoblin Bbn2/Ftr4: hp 67; see *Appendix Three*.

Soldiers (4): male hobgoblins Ftr2, hp 22; see *Appendix Three*.

APL 8 (EL 10)

Kreng, male hobgoblin Bbn4/Ftr4: hp 87; see *Appendix Four*.

Soldiers (6): male hobgoblins Ftr3, hp 31; see *Appendix Four*.

APL 10 (EL 12)

Kreng, male hobgoblin Bbn5/Ftr5: hp 110; see *Appendix Five*.

Soldiers (6): male hobgoblins Ftr5, hp 49; see *Appendix Five*.

APL 12 (EL 14)

Kreng, male hobgoblin Bbn5/Ftr6/Rgr1: hp 141; see *Appendix Six*.

Soldiers (6): male hobgoblins Ftr5/Rog2, hp 63; see *Appendix Six*.

Tactics: Kreng directs his soldiers to begin by focusing on obvious leaders. In this case, he believes that to be anyone wearing a holy symbol of Rao, followed by those mounted or wearing heavy armor. For his action, at APL10 he immediately activates his boots. He then moves forward with his soldiers once they attack. After a single round of crossbow fire, the soldiers drop their bows and begin to move forward. See DM Aid 2 for a map of beginning positions.

Treasure:

APL 2: Loot – 33 gp, Coin – 0 gp, Magic – *chain shirt* +1 (104 gp each), *cloak of protection* +1 (83 gp each).

APL 4: Loot – 86 gp, Coin – 0 gp, Magic – *chain shirt* +2 (354 gp each).

APL 6: Loot – 76 gp, Coin – 20 gp, Magic – *chain shirt* +2 (354 gp each).

APL 8: Loot – 136 gp, Coin – 10 gp, Magic – *chain shirt* +2 (354 gp each).

APL 10: Loot – 136 gp, Coin – 0 gp, Magic – *chain shirt* +2 (354 gp each), *boots of speed* (1000 gp each).

APL 12: Loot – 286 gp, Coin – 0 gp, Magic – *chain shirt* +3 (771 gp each), *boots of speed* (1000 gp each).

Development: PCs able to capture any of the above soldiers learn little from the common soldiers, who insist

they are merely “following orders.” Questioning Kreng requires a successful Intimidate check (see PHB for guidelines), and reveals the group strayed rather accidentally into Furyondy land from Veluna. They know little of happenings in Furyondy as a result. If asked, he insists his group is winning the war in Veluna, and soon will rule that entire land.

Encounter Three

The PCs arrive in Caronis. They escort the caravan to the noble's estate some distance south of town, where they meet the lord and he explains his need for their assistance. Note that if PCs wish to make purchases, etc, in Caronis before continuing they can certainly do so but do not allow them to spend an excessive amount of time in the town. Once they have consented to move on to the estate, continue with the encounter.

The wagons roll slowly into a cleared courtyard in front of a modest manor home. The grounds are neat and well kept. As Nalm climbs down from the lead wagon a young woman exits the front door and moves quickly toward you, skirts swirling in the wind.

The woman, Avalla, verifies that the agreed upon items are present before giving the Augman brothers their pay. While she is talking with him, the master of the estate, Sir Frehicald, comes outside to ask to speak with the PCs. He approaches first any PCs who played *FUR2-06 More Than Gold* or *FUR4-03 Bells in Gold*, as he recognizes them from past interactions and knows them as adventurers. If none of the PCs have played either of those modules, he instead approaches first any PC in the Furyondy military meta-organization. If none of those criteria fit, decide which PC looks the most like an adventurer and have his comments directed to them.

Sir Frehicald approaches and asks the PCs to come in and speak with him about possible employment. The Augman brothers, if asked, confirm that this ends the PCs obligation to them and the PCs are free to make their own decision in this regard. Assuming the PCs come in to speak with Sir Frehicald, he explains that his daughter is very ill and he is quite worried about her. He shares the following information with the PCs:

- Lystrilla has been sick a couple of days and seems to be getting worse.
- The cleric who looked at her was unable to heal her magically, although his use of *cure* spells seemed to give her a little more strength.
- The cleric mentioned that an old friend of his named Krishena may be able to help.

- Krishena supposedly lives somewhere near Kisail but he has been out of touch awhile so could not be sure of this. Krishena is a noted herbalist, he stated, and may have a non-magical, natural, cure that would be more effective. The cleric himself insists on staying in the area, to try and help her hang in there a bit longer.
- The illness is demonstrated by the following symptoms: fever, weakness, decreased heart rate, confusion and delirium. (Individuals who are delirious are unaware of their surroundings – e.g. misunderstand the date, don't recognize people they know).
- No one else in the family has shown signs of the illness.
- His wife refuses to accept the fact that Lystrilla is very ill and may die. She reacted in a similar manner to the death of their elder daughter some years ago. He sees no reason to force this on her at this time, but does note to the PCs there is no point in talking with her.

PCs are allowed to check on and talk with his daughter, Lystrilla, if they ask about this. There is little benefit in this, although they can certainly see the effects of the illness themselves. Attempts at magical healing of her are not effective. This is a magically resistant disease, like certain other diseases that cannot be cured solely by a *cure disease* spell. This one requires the addition of an herbal concoction, which prevents the disease from returning immediately after it is magically healed. PCs who make a successful Profession – Herbalist check (DC 35) have an idea of the type of herbs that may be helpful in treating this illness. However, these herbs are not available locally; with the closest known location to be in Dapple Wood. If they press, PCs may speak with Lady Jilliana.

Creatures:

Avalla: Female human Com1 is the steward of the estate. She has a brisk, no-nonsense air. She is friendlier to PCs after Sir Frehicald has come out and greeted them.

Sir Frehicald Azkagar: Male human Ari1/Ftr 4. Sir Frehicald is withdrawn, morose and taciturn. He always wears a small rosebud in his armor, given to him by his eldest daughter (Frahalla), shortly before the raid that killed her (in Crockport). Currently he is very concerned that he may lose his younger daughter as well, so he is anxious to talk with the PCs and obtain their assistance in finding a cure.

Lady Jilliana Azkagar: Female human Ari3. Unlike her husband, Jilliana dealt with her grief for her elder daughter by denial, ignoring the situation and throwing herself wholeheartedly into the affairs of nobility and gossip. She is coping with the illness of her younger daughter in a similar manner.

Lystrilla Azkagar: Female human Ari 1. Bookish and shy, Lystrilla spends as much time as she can in the library, despite her mother's efforts to have her be seen at a multitude of social functions in order to see her wed. She is sixteen years of age and slightly above average in attractiveness (Cha 12).

Treasure: PCs are offered a nominal amount of coin (50 gp each) for their assistance. Sir Frehicald is most impressed with any who decline this. He is not a wealthy man, but can repay the PCs with a favor in the future if they prefer. PCs will also be paid the balance from the Augman brothers (100 gp) at this time.

All APLs: Loot – 0 gp, Coin – 150 gp.

Development: If the PCs refuse to help Sir Frehicald, they can chose to travel to Kisail or Dapple on their own. Once PCs head to Kisail, proceed to Encounter Four. If PCs decide to skip Kisail and go to directly to Dapple Wood, proceed to Encounter Five.

Encounter Four

PCs travel from Caronis to Kisail, encountering little difficulty along the way. Once they arrive in town, they will likely seek out information on the herbalist they were told of by Sir Frehicald. This encounter is roleplay only and is completely optional for the PCs in achieving their objective. If desired, PCs may make a simple Gather Information check (DC 15) to get the name of Krishena of Dapple as a known herbalist who lives in the wood. Alternatively, PCs may remember this about Krishena from either a previous module (*FUR2-03 Sheltering Wings*) or a successful Knowledge – Local [Luz Border States] (DC 25).

As usual, the market square of Kisail is hopping with merchants hawking their wares. One booth displays various types of berries: blueberries, raspberries, strawberries and blackberries. Across the row is a booth where a young woman sits with fine ribbons and laces. Another local sells various breeds of mushrooms as well as dyes in all colors. At the end of a row is a solemn dwarf, selling more common metal needs – pots and pans, firestarters in fine boxes and smithing and other tools. Next to him sits a smiling gnome with various flasks and bottles.

Kisail is a small farming community that specializes in luxury produce. Traditionally, the people are independent and hedonistic, but maintain respect for King Belvor, and, by extension, clergy of Heironeous, as his protection ensures their creature comforts. The atmosphere is generally open and accepting, although both half orcs and sorcerers tend to meet with suspicion and disapproval, at times even mild hostility. Since there is a small contingent of woodsmen and militia stationed here to protect Dapple Wood, there have been fewer complaints of humanoid attacks. However, even in this town evidence of the ongoing war has strained the common folk.

The PCs should be allowed to do as they wish in the market and town. Several stores and booths are outlined below as a guideline to products available beyond those noted in box text above. The PCs best bet in locating the herbalist (or at least word of her) is to check with the berry seller or the mushroom seller. They may also get word from Dierna in the Red Ember or the Sharbows at the Paladin's Pride. Use your judgment on whether something would be available in town if it is not outlined below.

The Market

The produce in the market is sold by humans and includes standard produce as well as the exotic foods mentioned above. Prices are as per the Player's Handbook. Use your judgment as to what is available. Standard items will be there or available elsewhere in town.

In addition, the gnome is a traveling merchant with a few more unusual items. PCs may purchase any potion with core access, as well as the following items: *silversheen*, *universal solvent*, *elixir of vision*, *salve of slipperiness*, *farflame oil* and *ghostoil*.

Temples

Rao: In the past, there was a shrine to Rao, mostly frequented by visitors from across the border in Veluna. Since there have been fewer travelers from the south of late, the shrine is now unmanned and through the discontent of the locals, it is no longer well maintained as in the past.

Moradin: Moradin's temple is located in a small, primarily dwarven district. It remains well frequented and maintained.

Heironeous: The largest temple (although still relatively small) is dedicated to Heironeous. Although the townsfolk are not particularly religious, they respect clergy of Heironeous and speak highly of King Belvor as his servant. The cleric of Heironeous, Caderik, is a

middle aged human who is often asked to preside over local disputes which the populace do not wish to address with the lord. He is a brave and fair man, if somewhat more fond of creature comforts than most of his faith.

Inns, Taverns and Rooms

The Red Ember Inn. Dierna, a female dwarf, runs this common inn and tavern. Dierna is a bustling, motherly sort. Her inn features good but common food and specializes in ale and beer.

Paladin's Pride. This high-class, luxurious inn and tavern is run by Stanislaus and Lucina Sharbow. Their reaction to the PCs is dependent on whether they feel the PCs "fit in" here. (This can be determined by looking at the PCs lifestyle as well as how they approach the situation. It should also be noted that both of them revere Heironeous).

The Ogling Orc. This common tavern is located across the street from the Beckoning Beauty. They serve cold cut dinners, fruit, and drink. The proprietor is Jokko Muleskinner (Bbn 1/Ftr 1) who has made his tavern unique by capitalizing on its view of the Beckoning Beauty. He has had two sets of *eyes of the eagle* (four eyes total) installed and magically merged with the building to discourage theft (removing them will not only take a large portion of the wall but destroys the eyes themselves). He charges a "seating fee" for these four seats (10 wheatsheafs for one hour for one person or 15 wheatsheafs for multiple people). There are typically only one to two tables in use.

Entertainment Venues

Beckoning Beauty. This is a house of ill repute run by Madame Teleril. It is attached to the gambling hall.

Grinning Gus's Gambling Hall. This gambling hall is open most hours of the day and night. It is run by Grinning Gus and is attached to the Beckoning Beauty. Gus offers cards, roulette and dice and serves alcohol as well. Many patrons frequent both establishments.

Other shops in town include a bakery, bathing house, blacksmith, jeweler, and tailor.

Creatures: Below is a summary of some of the significant NPCs in town.

Caderik: Male human Clr3. Caderik can be found at the temple of Heironeous.

Nerynn: Male human Clr1. Nerynn is a cleric of Sotillion, who makes his home here but has never really made an effort to put up a temple. He is actually a spice merchant.

Dierna: Female dwarf Com2. She is the owner of the Red Ember Inn.

Stanilous Sharbow: Male human Com 2. He and his wife own and operate the Paladin's Pride.

Lucina Sharbow: Female human Com 2. She and her husband own and operate the Paladin's Pride.

Jokko Muleskinner: Male human Bbn1/Ftr1. He owns the Ogling Orc. Jokko is a swarthy human male with a rather crude outlook on life. Jokko and Madame Teleril have an understanding.

Madame Teleril: Female human Com1/Exp2. She is a former prostitute who now runs her own brothel, the Beckoning Beauty. She has a shrewd business sense and works well with Jokko and Gus.

Grinning Gus: Male human Rog2. He owns the the gambling hall; the odds are always in his favor although its hard to catch him fixing anything.

Treasure: PCs who spend time in the market and shop at the gnome's stall may purchase the following items: *silversheen*, *universal solvent*, *elixir of vision*, *salve of slipperiness*, *farflame oil* and *ghostoil*.

Encounter Five

This encounter occurs after the PCs enter Dapple Wood but before they meet with Krishena at her home.

The gentle spring rain that soaked you earlier is now mostly blocked by the canopy overhead as you move deeper into Dapple Wood. Signs of woodcutters, trappers and those gathering berries or fungus from Kisail become rarer. The wood is strangely quiet...

Those who succeed at a Survival check (DC 15) recognize the signs of a predator in the area. These PCs also receive a +2 circumstance bonus to their Spot checks to avoid being surprised (opposed by the feline's Hide checks). Due to the heavy underbrush, PCs are allowed but a single such check prior to initiation of combat.

Creatures: PCs are being stalked by some felines, chased from their roaming further south by conflict in that area.

APL 2 (EL 3)

Lion: hp 32; see *Monster Manual* page 275.

APL 4 (EL 5)

Lions (2): hp 32, 32; see *Monster Manual* page 275.

APL 6 (EL 7)

Tigers (3): hp 44, 45, 46; see *Monster Manual* page 281.

APL 8 (EL 9)

Dire Lions (4): hp 58, 59, 60, 62; see *Monster Manual* page 64.

APL 10 (EL 11)

Dire Tigers (3): hp 118, 120, 122; see *Monster Manual* page 65.

APL 12 (EL 13)

Advanced Dire Tigers (4): hp 142, 144, 144, 146; see *Appendix Six*.

Tactics: The felines focus first on any PCs who have the Ire of Nakky (from *FUR4-03 Bells in Gold*). If multiple PCs have this Ire, spread the animals out to each if there are more than one of the felines. In cases where there are more PCs with the Ire than felines, determine randomly between those PCs who are attacked. The felines continue to attack their chosen target until he or she falls down, at which point they switch to another PC who bears the Ire of Nakky or, if no others are present, the opponent who has injured them the most. If no PCs have the Ire of Nakky, initial targets should be first those who have injured the animal or, failing that, randomly chosen.

Development: Once the PCs have resolved this conflict, they can continue their search for Krishena's home. Proceed to Encounter Six.

Encounter Six

Many of the PCs have already met and interacted with Krishena, the druid of Dapple. These PCs have a good idea of where to find her in the wood. This encounter assumes PCs are able to locate her home. PCs need to succeed at a Survival check (DC 20) in order to locate Krishena's home. PCs may assist each other on this check. Give PCs a +10 circumstance bonus if they have played *FUR2-03 Sheltering Wings* since they have been here before. They may also receive a +2 circumstance bonus for successful Knowledge – Local [Iuz border states], Knowledge – Geography or Knowledge – Nature check (DC 15). PCs who spoke with the berry or mushroom seller in town about Krishena were provided assistance in locating her home as well, which also provides a +2 circumstance bonus. Once PCs have succeeded, continue with the encounter. PCs who do not succeed initially may spend a full day searching for her home and locate it in that manner (note the time spent when determining whether Lystrilla survives).

The game trail you have been following opens into a clearing containing a small wooden home. Ivy covers much of the sides of the building, such that initially it

appears merely a mound of vegetation. Spring flowers give the place a homelike feel. Stacked next to them are various pieces of deadfall.

Striped paw (dire wolverine), Krishena's animal companion, is sleeping inside the hut. Krishena is observing the PCs in eagle form at the edge of the clearing (Spot DC 18). If any PCs are openly wearing the owl feather favor from the giant owls from *FUR2-03 Sheltering Wings* or are Members (not scouts) of the Green Jerkin Rangers or Initiates or Druids of the Old Faith meta-organization, she takes flight immediately to land and shifts back into human form to talk with them. [Note that Krishena is a member of the Old Faith organization, so apply circumstance modifiers as appropriate.] If none of the above circumstances apply, then Krishena waits to hear the PCs business before coming forward.

Krishena's attitude toward the PCs begins as indifferent. They must increase this to helpful in order to attain her assistance [See PHB p. 72]. Obviously, the PCs need to explain the illness itself in order for her to know what to do. Krishena does know how to make the antidote, but as it is very time consuming for her to create, in addition to persuading her to part with it (as noted above) at least one of the PCs must promise to repay her with a similar favor in the future. If one of the PCs has a Favor from the Giant Owls, she accepts the feather instead. In that case, the favor is used and should be voided on the player's AR. Note that PCs do NOT have to use the favor if they have it and may instead choose to go into debt to her. At least one PC who makes the commitment must convince Krishena of their sincerity (Diplomacy DC 15), if they are not a member of the Old Faith or the Green Jerkin rangers.

Creatures:

Krishena of Dapple: While in human form, Krishena is a young woman (age 20) with light brown wavy long hair. Her eyes are brown and she is tall and slender, looking rather frail. There are scars from some type of claw marks on her left arm. She is shy and lives alone in a small hut in the woods. She makes pottery and cares for the forest. Striped Paw, her animal companion, almost always accompanies her.

ALL APLs (EL 12)

Krishena of Dapple, female human Drd12: hp 65; see *Appendix Six*.

Development: Should the PCs convince Krishena to help them, she explains that she does not have any of the potion ready at this time. It will take her the remainder of that day as well as the following to prepare it. She does

ask the PCs to obtain one item she needs later in the process: it is a herb which grows in one area of the forest. (It requires fertilization by giant owl waste). Krishena gives the PCs directions to obtain the herb as well as a description of it: it is a small plant which grows close to the earth with five-pointed leaves and small white and red flowers. They are asked to bring it back to her home as soon as they find it and await her there.

If the PCs decline to assist by obtaining the herb, she still agrees to assist them, but the mixture takes a half-day longer for her to prepare since she needs to seek the herbs herself. In that case, the PCs are asked to come back in two days to obtain the mixture. Regardless of whether the PCs are going to gather the herb or are simply wandering the forest waiting for her to finish, proceed to Encounter Seven.

Encounter Seven

At this point, the PCs are either seeking the herb for Krishena or wandering about the woods. After an hour or so, they come upon a sentry post of the giant owls. The sentry is under attack and the PCs may provide some assistance if they desire to do so.

You have been off the path for some time, wishing there was a single path that led to Krishena's home, instead of this movement from one game trail to another. This deep in the forest, you cannot see the sun above the boughs to confirm your direction. The forest has been strangely quiet for some fifteen minutes before you hear an eruption of activity some distance away. Loud voices and grunts seem to indicate a battle of some type is in progress.

As the PCs come upon the battle, they can see evidence of multiple combatants. In addition to the foes listed below (by APL), there are (or were) two giant owl sentries. One of the sentries falls about the time the PCs come upon the scene (at the time the PCs arrive it is at -3 hp, continue to check for automatic stabilization each round or note if the PCs heal it, it also will join in the fight as able). The other is badly injured but continues to fight on.

Creatures: The owl that falls as the PCs approach is Lightningswift; the other is called Hookclaw. The goblinoids came upon the sentries and are currently focused on getting into the nesting area proper, for purposes of obtaining some eggs.

ALL APLs (EL 3)

Hookclaw, male giant owl: hp 16 (normally 26); see *Monster Manual* page 205.

Lightningswift, male giant owl Bbn2/Ftr2: hp –3 (normally 54); see *Appendix Seven*.

APL 2 (EL 5)

Gonk, male orc Drd4: hp 31; see *Appendix One*.

Bor, ape animal companion: hp 29; see *Monster Manual* page 268.

Orcs (4): hp 5; see *Monster Manual* page 203.

APL 4 (EL 7)

Gonk, male orc Drd6: hp 45; see *Appendix Two*.

Bor, ape animal companion: hp 43; see *Appendix Two*.

Orc Warriors (4): male orcs Bbn1, hp 15; see *Appendix Two*.

APL 6 (EL 9)

Gonk, male orc Drd8: hp 59; see *Appendix Three*.

Bor, ape animal companion: hp 43; see *Appendix Three*.

Orc Warriors (3): male orcs Bbn3, hp 35; see *Appendix Three*.

APL 8 (EL 11)

Gonk, male orc Drd10: hp 73; see *Appendix Four*.

Bor, ape animal companion: hp 57; see *Appendix Four*.

Orc Warriors (4): male orcs Bbn4, hp 45; see *Appendix Four*.

APL 10 (EL 13)

Gonk, male orc Drd12: hp 87; see *Appendix Five*.

Bor, ape animal companion: hp 71; see *Appendix Five*.

Orc Warriors (4): male orcs Bbn5/Ftr1, hp 64; see *Appendix Five*.

APL 12 (EL 15)

Gonk, male orc Drd15: hp 101; see *Appendix Six*.

Bor, ape animal companion: hp 71; see *Appendix Six*.

Orc Warriors (4): male orcs Bbn6/Ftr2, hp 99; see *Appendix Six*.

Treant: per the spell *changestaff*, hp 66; see *Monster Manual* p. 244.

Tactics: Gonk focuses initially on using damaging spells although at APL 8 and above he has already cast *control winds* to create a windstorm in the area and increase the potency of his *call lightning* and *call lightning storm* spells. He attempts to affect as many opponents as possible, first using his most potent spells, which affect

multiple targets. Next, he focuses on those appearing the most injured. At APL4 and above, when forced into melee because he is out of spells or if the PCs close with him, he immediately shifts form into a combat-intense form. At APL4, he shifts to a crocodile. At APL6 and APL8, he shifts to a dire lion and at the highest APL, he chooses to shift to a dire bear. Bor defends Gonk and remains next to him. The orcs attempt to eliminate the weakest looking PCs first.

Treasure:

APL 2: Loot – 37 gp, Coin – 0 gp, Magic – *wand of magic fang*- (63 gp each), *ring of feather falling* (183 gp each).

APL 4: Loot – 73 gp, Coin – 0 gp, Magic – *wand of magic fang*- (63 gp each), *ring of feather falling* (183 gp each).

APL 6: Loot – 56 gp, Coin – 0 gp, Magic – *wand of magic fang*- (63 gp each), *ring of feather falling* (183 gp each).

APL 8: Loot – 73 gp, Coin – 0 gp, Magic – *wand of magic fang*- (63 gp each), *ring of feather falling* (183 gp each).

APL 10: Loot – 73 gp, Coin – 10 gp, Magic – *wand of magic fang*- (63 gp each), *ring of feather falling* (183 gp each).

APL 12: Loot – 73 gp, Coin – 10 gp, Magic – *wand of magic fang*- (63 gp each), *ring of feather falling* (183 gp each), *dragonhide armor +1* (358 gp each).

Development: PCs who are able to capture and Intimidate Gonk into talking of his purpose may learn that he heard rumors of the giant owls and is here to obtain some of the eggs with the intent of making some good money. If the PCs save at least one of the owls, they earn the gratitude of the entire community. Give such PCs the Gratitude of the Owls (record on their AR). Following the battle, the PCs may obtain the herb requested by Krishena, if desired. This can be role-played out if there is time remaining. At this point, they simply need to return it to Krishena and then transport the healing draught to the Azkagar estate...proceed to the appropriate conclusion.

Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become

relevant in future modules or for the region in general should be explained on the backside of the paper.

Conclusion A: The PCs obtain the healing draught and return it to Lystrilla, but owe a debt to

Krishena

You return to Krishena's home and the following day she completes the preparation of the healing poultice, which she gives you, reminding you to remember you may be asked to return the favor in the future. The journey back to the home of Sir Frehicald is not without excitement, but the orcs you encounter pose little challenge to your skill. On the estate, Lystrilla seems to improve before your eyes with the administration of the poultice. Though she remains weak for a few days, recovery seems certain. Both Sir Frehicald and Lystrilla are thankful for your assistance and the older knight indicates you are welcome to stay at his estate when next you travel in the area. The knight and his family then begin to make preparations for their journey to the Rhavelle – Goldsaex wedding.

Any PC who agreed to repay Krishena in the future should receive Debt to Krishena. All PCs receive the Favor of the Azkagar family. If the PCs saved one of the giant owls, they receive the Gratitude of the Owls. Finally, male PCs with a Charisma of at least 12, who are polite to Sir Azkagar and Lystrilla, may make a Diplomacy check (DC 18) to become a beau of Lystrilla. PCs may not take 10 or assist each other on this check. This option is open only to PCs of the following races: human, half-elf, elf, and half-orc. Due to prejudice in the region against half-orcs, any half-orc PC must be especially charming (e.g. such PCs make their Diplomacy check with a –4 circumstance penalty). Please mark off any favors on the AR that the PC does not obtain.

Conclusion B: The PCs obtain the healing draught and return it to Lystrilla, but used a previous favor from the owls in lieu of a debt to Krishena

You return to Krishena's home and the following day she completes the preparation of the healing poultice, which she gives you, reminding you this balances the debt owed you due to your past assistance. The journey back to the home of Sir Frehicald is not without excitement, but the orcs you encounter pose little challenge to your skill. On the estate, Lystrilla seems to improve before your eyes with the administration of the poultice. Though she remains weak for a few days, recovery seems certain. Both Sir Frehicald and Lystrilla are thankful for your

assistance and the older knight indicates you are welcome to stay at his estate when next you travel in the area. The knight and his family then begin to make preparations for their journey to the Rhavelle – Goldsaex wedding.

All PCs receive the Favor of the Azkagar family. If the PCs saved one of the giant owls, they receive the Gratitude of the Owls. Finally, male PCs with a Charisma of at least 12, who are polite to Sir Azkagar and Lystrilla, may make a Diplomacy check (DC 18) to become a beau of Lystrilla. PCs may not take 10 or assist each other on this check. This option is open only to PCs of the following races: human, half-elf, elf, and half-orc. Due to prejudice in the region against half-orcs, any half-orc PC must be especially charming (e.g. such PCs make their Diplomacy check with a –4 circumstance penalty). Please mark off any favors on the AR that the PC does not obtain.

Conclusion C: The PCs return but do not have the healing draught; or PCs return but have added at least three days to their travels

The journey back to the home of Sir Frehicald is not without excitement, but the orcs you encounter pose little challenge to your skill. On the estate, Lystrilla seems to weaken before your eyes and her father wanders morosely about the estate. Sir Frehicald is very disappointed that you were unable to provide assistance. You are ushered from the estate shortly after your arrival and later hear rumors of the young lady's demise.

Any PC who agreed to repay Krishena in the future should receive Debt to Krishena. NONE of the PCs receive the Favor of the Azkagar family. If the PCs saved one of the giant owls, they receive the Gratitude of the Owls. None of the PCs may be a beau of Lystrilla (she is dead, after all!). Please mark off any favors on the AR that the PC does not obtain.

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 Two

Defeat Kreng and his soldiers

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Five

Defeat the felines

APL2 90 xp
APL4 150 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 360 xp

Encounter Seven

Defeat Gonk and his warriors

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Story Award

Obtain and deliver the antidote

APL2 30 xp
APL4 50 xp
APL6 70 xp
APL8 90 xp
APL10 110 xp
APL12 130 xp

Discretionary roleplaying award

APL2 60 xp
APL4 85 xp
APL6 110 xp
APL8 135 xp
APL10 160 xp

APL12 185 xp

Total possible experience:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

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

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

Encounter Two:

APL 2: L: 33 gp; C: 0 gp; M: 187 gp – chain shirt +1 (104 gp each), cloak of protection +1 (83 gp each)

APL 4: L: 86 gp; C: 0 gp; M: 354 gp – chain shirt +2 (354 gp each)

APL 6: L: 76 gp; C: 20 gp; M: 354 gp – chain shirt +2 (354 gp each)

APL 8: L: 136 gp; C: 10 gp; M: 354 gp – chain shirt +2 (354 gp each)

APL 10: L: 136 gp; C: 0 gp; M: 1354 gp – chain shirt +2 (354 gp each), boots of speed (1000 gp each)

APL 12: L: 286 gp; C: 30 gp; M: 1771 gp – chain shirt +3 (771 gp each), boots of speed (1000 gp each)

Encounter Three:

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 150 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 150 gp; M: 0 gp

APL 10: L: 0 gp; C: 150 gp; M: 0 gp

APL 12: L: 0 gp; C: 150 gp; M: 0 gp

Encounter Seven:

APL 2: L: 37 gp; C: 0 gp; M: 63 gp – wand of magic fang (63 gp each)

APL 4: L: 73 gp; C: 0 gp; M: 63 gp – wand of magic fang (63 gp each)

APL 6: L: 56 gp; C: 0 gp; M: 246 gp – wand of magic fang (63 gp each), ring of feather falling (183 gp each)

APL 8: L: 73 gp; C: 0 gp; M: 579 gp – wand of magic fang (63 gp each), ring of feather falling (183 gp each), goggles of day (333 gp each)

APL 10: L: 73 gp; C: 10 gp; M: 579 gp – wand of magic fang (63 gp each), ring of feather falling (183 gp each), goggles of day (333 gp each)

APL 12: L: 97 gp; C: 30 gp; M: 937 gp – wand of magic fang (63 gp each), ring of feather falling (183 gp each), goggles of day (333 gp each), dragonhide armor +1 (358 gp each).

Total Possible Treasure

APL 2: L: 70 gp; C: 150 gp; M: 250 gp - Total: 470 gp (Maximum 450 gp).

APL 4: L: 159 gp; C: 150 gp; M: 417 gp - Total: 726 gp (Maximum 650 gp).

APL 6: L: 132 gp; C: 170 gp; M: 600 gp - Total: 903 gp (Maximum 900 gp).

APL 8: L: 209 gp; C: 160 gp; M: 933 gp - Total: 1302 gp (Maximum 1300 gp).

APL 10: L: 209 gp; C: 160 gp; M: 1933 gp - Total: 2302 gp (Maximum 2300 gp).

APL 12: L: 383 gp; C: 210 gp; M: 2708 gp - Total: 3301 gp (Maximum 3300 gp).

Special

Debt to Krishena: The PC owes a debt to Krishena, Druid of Dapple.

Gratitude of the Owls: The PC has earned an Influence Point with the Sheltering Wings giant owl community. The PC is considered a friend and ally of the giant owl community as well as Krishena, Druid of Dapple. PCs with the beaded feather Favor of the Owls may expend that favor as well as this gratitude to gain Lightningswift as a giant owl cohort (or paladin special mount for paladins of 10th level or higher), which they must do as soon as they are eligible. Lightningswift requires special care; PCs must pay at least standard lifestyle for him in addition to their lifestyle costs. This cost is paid in all adventures, even if he is not traveling with the PC at the time.

Lightningswift: Male giant owl Ftr2/Bbn2; CR 6, Large magical beast; HD 4d10+2d10+2d12 +8; hp 54 (currently -3), Init +3; Spd 20 ft., fly 80 ft. (average); AC 16, touch 13, flat-footed 16; BAB/Grp +8/+16; Atk +11 melee (1d6+4 claw); Full Atk +11/+11 melee (1d6+4 claws) and +6 melee (1d8+2 bite); SQ superior low light vision, fast movement, rage 1/day, uncanny dodge; AL NG; SV Fort +11, Ref +8, Will +3; Str 18, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +4, Knowledge – Nature +6, Listen +17, Move Silently +10, Spot +12; Alertness, Combat Reflexes, Multiattack, Power Attack, Wingover.

Favor of the Azkagar Family: In thanks for saving his daughter Lystrilla, Sir Frehicald Azkagar has welcomed

the PC into his home. The PC may use this favor for free high lifestyle in one Furyondy regional event set in the Duchy of the Reach or the Gold County. Until expended in this way, the favor counts as an Influence Point with the family as well as the Order of the Hart in Furyondy.

Beau of Lystrilla: The PC has impressed Lystrilla Azkagar with his charm and actions in obtaining the cure needed for her illness. As such, she has made it known to the PC that she accepts his courtship. Her father, Sir Frehicald, has given the PC permission to call upon his daughter. This functions as an Influence Point with the Azkagar family until such time as the family announces an engagement for her. At that point, this influence point becomes void and should be marked off.

Items for the Adventure Record

Item Access

APL 2:

- Silversheen (Adventure; DMG; 250 gp)
- Universal Solvent (Adventure; DMG; 50 gp)
- Elixir of Vision (Adventure; DMG; 250 gp)
- Salve of Slipperiness (Adventure; DMG; 1000 gp)
- Farflame oil (Adventure; AEG; 2 gp)
- Ghostoil (Adventure; AEG; 50 gp)
- Wand of Magic Fang (Adventure, 750 gp)

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

- Chain shirt +2 (Adventure; DMG; 4250 gp)

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

- Ring of Feather Falling (Adventure; DMG; 2200 gp)

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

- Goggles of Day (Adventure; AEG; 4,000 gp)

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

- Boots of Speed (Adventure; DMG; 12,000 gp)

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

- Chain Shirt +3 (Adventure; DMG; 9250 gp)
- Dragonhide Plate Armor +1 (Adventure, DMG, 4300 gp)

Appendix One – APL 2

Encounter Two

Kreng: Male hobgoblin Ftr1; CR 1; Medium humanoid (goblinoid); HD 1d10+3; hp 13, Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; BAB/Grp +1/+3; Atk +3 melee (2d6+3/19-20, greatsword) or +3 ranged (1d8/19-20, light crossbow); Full Att +3 melee (2d6+3/19-20, greatsword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft; AL NE; SV Fort +6, Ref +2, Will +0; Str 14, Dex 14, Con 16, Int 8, Wis 8, Cha 16.

Skills and Feats: Intimidate +7, Move Silently +6; Endurance, Power Attack.

Possessions: Chain shirt +1, cloak of protection +1, greatsword, light crossbow, 20 bolts.

Encounter Seven

Gonk: Male orc Drd4; CR 4; Medium humanoid (orc); HD 4d8+8; hp 31, Init +2; Spd 30 ft; AC 19, touch 12, flat-footed 15; BAB/Grp +3/+5; Atk +5 melee (1d6+2/18-20, scimitar); Full Att +5 melee (1d6+2/18-20, scimitar); SA Spells; SQ Darkvision 60ft, light sensitivity, animal companion (ape), nature sense, wild empathy, woodland stride, trackless step, resist natures lure; AL NE; SV Fort +6, Ref +3, Will +6; Str 14, Dex 14, Con 14, Int 8, Wis 15, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +9, Survival +9; Combat Casting, Track.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, scimitar, heavy wood shield, *wand of magic fang*.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—[*create water*, *cure minor wounds* (2), *guidance*, *flare*]; 1st—[*entangle*, *faerie fire*, ~~*longstrider*~~, *produce flame*]; 2nd—[~~*barkskin*~~, *flame blade*, *flaming sphere*].

Appendix Two – APL 4

Encounter Two

Kreng: Male hobgoblin Bbn2/Ftr1; CR 3; Medium humanoid (goblinoid); HD 2d12+1d10+9+3; hp 37, Init +2; Spd 40 ft; AC 18, touch 12, flat-footed 18; BAB/Grp +3/+6; Atk +6 melee (2d6+4/19-20, greatsword) or +5 ranged (1d8/19-20, light crossbow); Full Att +6 melee (2d6+4/19-20, greatsword) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, fast movement, illiteracy, rage 1/day, uncanny dodge; AL NE; SV Fort +8, Ref +2, Will +0; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +7, Jump +5, Listen +5, Sense Motive +2; Endurance, Improved Toughness, Power Attack.

Possessions: Chain shirt +2, greatsword, light crossbow, 20 bolts.

Soldiers: Male hobgoblin Ftr1; CR 1; Medium humanoid (goblinoid); HD 1d10+3; hp 13, Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 14; BAB/Grp +1/+4; Atk +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); Full Att +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft; AL NE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +7, Move Silently +6; Point Blank Shot, Power Attack.

Possessions: Chain shirt, longsword, light crossbow, 20 bolts, heavy wood shield.

Encounter Seven

Gonk: Male orc Drd6; CR 6; Medium humanoid (orc); HD 6d8+12; hp 45, Init +2; Spd 30 ft; AC 20, touch 12, flat-footed 16; BAB/Grp +4/+6; Atk +6 melee (1d6+2/18-20, scimitar); Full Att +6 melee (1d6+2/18-20, scimitar); SA Spells; SQ Darkvision 60ft, light sensitivity, animal companion (ape), nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (2/day); AL NE; SV Fort +7, Ref +4, Will +7; Str 14, Dex 14, Con 14, Int 8, Wis 15, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +11, Survival +11; Combat Casting, Natural Spell, Track.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, scimitar, heavy wood shield, *wand of magic fang*.

Spells Prepared (5/4/4/3; base DC = 12 + spell level): 0—[*create water*, *cure minor wounds* (2), *guidance*, *flare*]; 1st—[*entangle*, *faerie fire*, ~~*longstrider*~~, *produce flame*]; 2nd—[~~*barkskin*~~, *flame blade*, *flaming sphere* (2)]; 3rd—[*call lightning*, *greater magic fang*, *poison*].

Bor (animal companion): CR -; Large animal (ape); HD 6d8+12+3; hp 43; Init +3; Spd 30 ft., climb 30ft.; AC 17, touch 12, flat-footed 14; BAB/Grp: +4/+14; Atk: +9 melee (1d6+5, claw); Full Atk: +9/+9 melee (1d6+6, claw) and +3 melee (1d6+3 bite); Space/Reach 10ft./10ft.; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +8, Will +3; Str 22, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Listen +7, Spot +7; Alertness, Combat Reflexes, Toughness.

Skills (Ex): Apes have a +8 racial bonus on Climb checks and can always chose to take 10 on Climb checks, even if rushed or threatened.

Orc Warriors: Male orc Bbn1; CR 1; Medium humanoid (orc); HD 1d12+3; hp 15, Init +6; Spd 40 ft; AC 16, touch 12, flat-footed 14; BAB/Grp +1/+6; Atk +6 melee (2d4+7/18-20, longsword) or +3 ranged (1d8/19-20, light crossbow); Full Att +6 melee (2d4+7/18-20, longsword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, light sensitivity, fast movement, illiteracy, rage 1/day; AL CE; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 16, Int 6, Wis 8, Cha 8.

Skills and Feats: Intimidate +7, Move Silently +6; Improved Initiative.

Possessions: Chain shirt, falchion, light crossbow, 20 bolts.

Appendix Three – APL 6

Encounter Two

Kreng: Male hobgoblin Bbn2/Ftr4; CR 6; Medium humanoid (goblinoid); HD 2d12+4d10+18+6; hp 67, Init +2; Spd 40 ft; AC 18, touch 12, flat-footed 18; BAB/Grp +6/+9; Atk +11 melee (2d6+8/19-20, greatsword) or +8 ranged (1d8/19-20, light crossbow); Full Att +11/+6 melee (2d6+8/19-20, greatsword) or +8/+3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, fast movement, illiteracy, rage 1/day, uncanny dodge; AL NE; SV Fort +10, Ref +3, Will +1; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +8, Jump +5, Listen +5, Sense Motive +3; Endurance, Diehard, Improved Toughness, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Chain shirt +2, greatsword, light crossbow, 20 bolts.

Soldiers: Male hobgoblin Ftr2; CR 2; Medium humanoid (goblinoid); HD 2d10+6; hp 22, Init +2; Spd 20 ft; AC 19, touch 12, flat-footed 15; BAB/Grp +2/+5; Atk +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow); Full Att +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft; AL NE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +7, Jump +3, Move Silently +6; Combat Reflexes, Point Blank Shot, Power Attack.

Possessions: Chainmail, longsword, light crossbow, 20 bolts, heavy wood shield.

Encounter Seven

Gonk: Male orc Drd8; CR 8; Medium humanoid (orc); HD 8d8+16; hp 59, Init +2; Spd 30 ft; AC 20, touch 12, flat-footed 16; BAB/Grp +6/+8; Atk +8 melee (1d6+2/18-20, scimitar); Full Att +8/+3 melee (1d6+2/18-20, scimitar); SA Spells; SQ Darkvision 60ft, light sensitivity, animal companion (ape), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large); AL NE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +11, Knowledge – Nature +5, Survival +11; Combat Casting, Natural Spell, Track.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, scimitar, heavy wood shield, wand of magic fang, ring of feather falling.

Spells Prepared (6/5/4/4/2; base DC = 13 + spell level): 0—[create water, cure minor wounds (2), guidance (2), flare]; 1st—[entangle, faerie fire, ~~longstrider~~, produce flame (2)]; 2nd—[barkskin, flame blade, flaming sphere (2)]; 3rd—[call lightning (2), greater magic fang, poison]; 4th—[air walk, ice storm].

Bor (animal companion): CR -; Large animal (ape); HD 6d8+12+3; hp 43; Init +3; Spd 30 ft., climb 30ft.; AC 17, touch 12, flat-footed 14; BAB/Grp: +4/+14; Atk: +9 melee (1d6+5, claw); Full Atk: +9/+9 melee (1d6+6, claw) and +3 melee (1d6+3 bite); Space/Reach 10ft./10ft.; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +8, Will +3; Str 22, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Listen +7, Spot +7; Alertness, Combat Reflexes, Toughness.

Skills (Ex): Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Orc Warriors: Male orc Bbn3; CR 3; Medium humanoid (orc); HD 3d12+9; hp 35, Init +6; Spd 40 ft; AC 16, touch 12, flat-footed 14; BAB/Grp +3/+8; Atk +8 melee (2d4+7/18-20, falchion) or +5 ranged (1d8/19-20, light crossbow); Full Att +8 melee (2d4+7/18-20, falchion) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, light sensitivity, fast movement, illiteracy, rage 1/day, uncanny dodge, trap sense +1; AL CE; SV Fort +6, Ref +3, Will +0; Str 20, Dex 14, Con 16, Int 6, Wis 8, Cha 8.

Skills and Feats: Intimidate +9, Move Silently +6; Improved Initiative, Power Attack.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chain shirt, falchion, light crossbow, 20 bolts.

Appendix Four – APL 8

Encounter Two

Kreng: Male hobgoblin Bbn4/Ftr4; CR 8; Medium humanoid (goblinoid); HD 4d12+4d10+22+8; hp 87, Init +2; Spd 40 ft; AC 18, touch 12, flat-footed 18; BAB/Grp +8/+12; Atk +14 melee (2d6+8/19-20, greatsword) or +10 ranged (1d8/19-20, light crossbow); Full Att +14/+9 melee (2d6+8/19-20, greatsword) or +10/+5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1; AL NE; SV Fort +11, Ref +4, Will +2; Str 18, Dex 14, Con 17, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +10, Jump +5, Listen +7, Sense Motive +4; Endurance, Diehard, Improved Toughness, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Chain shirt +2, masterwork greatsword, light crossbow, 20 bolts.

Soldiers: Male hobgoblin Ftr3; CR 3; Medium humanoid (goblinoid); HD 3d10+9; hp 31, Init +2; Spd 20 ft; AC 19, touch 12, flat-footed 15; BAB/Grp +3/+6; Atk +6 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); Full Att +6 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft; AL NE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +8, Jump +3, Move Silently +6; Blind Fight, Combat Reflexes, Point Blank Shot, Power Attack, Rapid Shot.

Possessions: Chainmail, longsword, light crossbow, 20 bolts, heavy wood shield.

Encounter Seven

Gonk: Male orc Drd10; CR 10; Medium humanoid (orc); HD 10d8+20; hp 73, Init +2; Spd 30 ft; AC 21, touch 12, flat-footed 17; BAB/Grp +7/+9; Atk +9 melee (1d6+2/18-20, scimitar); Full Att +9/+4 melee (1d6+2/18-20, scimitar); SA Spells; SQ Darkvision 60ft, light sensitivity, animal companion (ape), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (4/day, large), venom immunity; AL NE; SV Fort +9, Ref +5, Will +10; Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +18, Diplomacy +11, Knowledge – Nature +5, Survival +14; Combat Casting, Natural Spell, Still Spell, Track.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, scimitar, heavy wood shield, *wand of magic fang*, *ring of feather falling*, *goggles of day*.

Spells Prepared (6/5/5/4/3/2; base DC = 13 + spell level): 0—[*create water*, *cure minor wounds* (2), *guidance* (2), *flare*]; 1st—[*entangle*, *faerie fire*, ~~*longstrider*~~, *produce flame* (2)]; 2nd—[~~*barkskin*~~, *creeping cold*, *flame blade*, *flaming sphere* (2)]; 3rd—[*call lightning* (2), *greater magic fang*, *poison*]; 4th—[*air walk*, *cure serious wounds*, *ice storm*]; 5th—[*call lightning storm*, ~~*control winds*~~].

Bor (animal companion): CR -; Large animal (ape); HD 8d8+16+3; hp 57; Init +3; Spd 30 ft., climb 30ft.; AC 19, touch 12, flat-footed 16; BAB/Grp: +6/+17; Atk: +12 melee (1d6+7, claw); Full Atk: +12/+12 melee (1d6+7, claw) and +5 melee (1d6+4 bite); Space/Reach 10ft./10ft.; SQ low light vision, scent, link, share spells, evasion, devotion; AL N; SV Fort +8, Ref +9, Will +3; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Listen +8, Spot +8; Alertness, Combat Reflexes, Toughness.

Skills (Ex): Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Orc Warriors: Male orc Bbn4; CR 4; Medium humanoid (orc); HD 4d12+12; hp 45, Init +6; Spd 40 ft; AC 16, touch 12, flat-footed 14; BAB/Grp +4/+9; Atk +9 melee (2d4+7/18-20, falchion) or +6 ranged (1d8/19-20, light crossbow); Full Att +9 melee (2d4+7/18-20, falchion) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, light sensitivity, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1; AL CE; SV Fort +7, Ref +3, Will +0; Str 20, Dex 14, Con 17, Int 6, Wis 8, Cha 8.

Skills and Feats: Intimidate +9, Move Silently +7; Improved Initiative, Power Attack.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chain shirt, falchion, light crossbow,
20 bolts.

Appendix Five – APL 10

Encounter Two

Kreng: Male hobgoblin Bbn5/Ftr5; CR 10; Medium humanoid (goblinoid); HD 5d12+5d10+30+10; hp 110, Init +2; Spd 40 ft; AC 18, touch 12, flat-footed 18; BAB/Grp +10/+14; Atk +16 melee (2d6+8/19-20, greatsword) or +12 ranged (1d8/19-20, light crossbow); Full Att +16/+11 melee (2d6+8/19-20, greatsword) or +12/+7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1, improved uncanny dodge; AL NE; SV Fort +11, Ref +4, Will +2; Str 18, Dex 14, Con 17, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +12, Jump +6, Listen +8, Sense Motive +4; Endurance, Diehard, Distracting Attack, Improved Toughness, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Chain shirt +2, boots of speed, masterwork greatsword, light crossbow, 20 bolts.

Soldiers: Male hobgoblin Ftr5; CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 49, Init +2; Spd 20 ft; AC 19, touch 13, flat-footed 16; BAB/Grp +5/+8; Atk +8 melee (1d8+3/19-20, longsword) or +7 ranged (1d8/19-20, light crossbow); Full Att +8 melee (1d8+3/19-20, longsword) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft; AL NE; SV Fort +7, Ref +2, Will +1; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +8, Jump +5, Move Silently +6; Blind Fight, Combat Reflexes, Hold the Line, Point Blank Shot, Power Attack, Rapid Shot.

Possessions: Chainmail, longsword, light crossbow, 20 bolts, heavy wood shield.

Encounter Seven

Gonk: Male orc Drd12; CR 12; Medium humanoid (orc); HD 12d8+24; hp 87, Init +2; Spd 30 ft; AC 22, touch 12, flat-footed 18; BAB/Grp +9/+11; Atk +11 melee (1d6+2/18-20, scimitar); Full Att +11/+6 melee (1d6+2/18-20, scimitar); SA Spells; SQ Darkvision 60ft, light sensitivity, animal companion (ape), nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (4/day, large, tiny, plant), venom immunity; AL NE; SV Fort +10, Ref +6, Will +11; Str 14, Dex 14, Con 14, Int 8, Wis 17, Cha 14.

Skills and Feats: Concentration +20, Diplomacy +13, Knowledge – Nature +6, Survival +15; Combat Casting, Natural Spell, Oaken Resilience, Still Spell, Track.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, scimitar, heavy wood shield, wand of magic fang, ring of feather falling, goggles of day.

Spells Prepared (6/6/5/5/3/3/2; base DC = 13 + spell level): 0—[create water, cure minor wounds (2), guidance (2), flare]; 1st—[cure light wounds, entangle, faerie fire, ~~longstrider~~, produce flame (2)]; 2nd—[barkskin, creeping cold, flame blade, flaming sphere (2)]; 3rd—[call lightning (2), greater magic fang, poison (2)]; 4th—[air walk, cure serious wounds, ice storm]; 5th—[call lightning storm (2), ~~control winds~~]; 6th—[fire seeds, tidal surge].

Bor (animal companion): CR -; Large animal (ape); HD 10d8+20+3; hp 71; Init +4; Spd 30 ft., climb 30ft.; AC 22, touch 13, flat-footed 18; BAB/Grp: +7/+18; Atk: +13 melee (1d6+7, claw); Full Atk: +13/+13 melee (1d6+7, claw) and +6 melee (1d6+4 bite); Space/Reach 10ft./10ft.; SQ low light vision, scent, link, share spells, evasion, devotion, multiattack; AL N; SV Fort +9, Ref +11, Will +4; Str 25, Dex 18, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Listen +9, Spot +9; Alertness, Combat Reflexes, Power Attack, Toughness.

Skills (Ex): Apes have a +8 racial bonus on Climb checks and can always chose to take 10 on Climb checks, even if rushed or threatened.

Orc Warriors: Male orc Bbn5/Ftr1; CR 6; Medium humanoid (orc); HD 5d12+1d10+18; hp 64, Init +6; Spd 40 ft; AC 16, touch 12, flat-footed 14; BAB/Grp +6/+11; Atk +11 melee (1d8+7/18-20, falchion) or +8 ranged (1d8/19-20, light crossbow); Full Att +11/+6 melee (1d8+7/18-20, falchion) or +8/+3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, light sensitivity, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1, improved uncanny dodge; AL CE; SV Fort +9, Ref +3, Will +0; Str 20, Dex 14, Con 17, Int 6, Wis 8, Cha 8.

Skills and Feats: Intimidate +10, Move Silently +9; Blind Fight, Distracting Attack, Improved Initiative, Power Attack.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chain shirt, falchion, light crossbow, 20 bolts.

Appendix Six – APL 12

Encounter Two

Kreng: Male hobgoblin Bbn5/Ftr6/Rgr1; CR 12; Medium humanoid (goblinoid); HD 5d12+6d10+1d8+48+12; hp 141, Init +2; Spd 40 ft; AC 19, touch 12, flat-footed 19; BAB/Grp +10/+14; Atk +18 melee (2d6+8/19-20, greatsword) or +14 ranged (1d8/19-20, light crossbow); Full Att +18/+13/+8 melee (2d6+8/19-20, greatsword) or +14/+9/+4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1, improved uncanny dodge, wild empathy, favored enemy (human); AL NE; SV Fort +15, Ref +7, Will +3; Str 18, Dex 14, Con 18, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +13, Jump +6, Listen +8, Sense Motive +4, Survival +5; Blind Fight, Combat Reflexes, Endurance, Diehard, Distracting Attack, Improved Toughness, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Chain shirt +3, boots of speed, masterwork greatsword, light crossbow, 20 bolts.

Soldiers: Male hobgoblin Ftr5/Rog2; CR 7; Medium humanoid (goblinoid); HD 5d10+2d6+21; hp 63, Init +6; Spd 20 ft; AC 19, touch 13, flat-footed 16; BAB/Grp +6/+9; Atk +10 melee (1d8+3/19-20, longsword) or +8 ranged (1d8/19-20, light crossbow); Full Att +10/+5 melee (1d8+3/19-20, longsword) or +8/+3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, Sneak attack +1d6, trapfinding, evasion; AL NE; SV Fort +7, Ref +5, Will +1; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Hide +11, Intimidate +11, Jump +5, Move Silently +10; Blind Fight, Combat Reflexes, Hold the Line, Improved Initiative, Point Blank Shot, Power Attack, Rapid Shot.

Possessions: Chainmail, masterwork longsword, light crossbow, 20 bolts, heavy wood shield.

Encounter Seven

Advanced Dire Tigers: CR 9; Large animal; HD 19d8+57; hp 144; Init +2; Spd 40 ft; AC 17, touch 11, flat-footed 15; BAB/Grp: +14/+26; Atk: +22 melee (2d4+8, claw); Full Atk: +22/+22 melee (2d4+8, claw) and +16 melee (2d6+4 bite); Space/Reach 10ft./5ft.; SA improved grab, pounce, rake 2d4+4; SQ low light

vision, scent; AL N; SV Fort +14, Ref +13, Will +12; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +7, Jump +14, Listen +6, Move Silently +11, Spot +9, Swim +10; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Power Attack, Stealthy, Weapon Focus (claw).

Improved grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills (Ex): Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Encounter Seven

Gonk: Male orc Drd14; CR 14; Medium humanoid (orc); HD 14d8+28; hp 101, Init +2; Spd 30 ft; AC 27, touch 11, flat-footed 26; BAB/Grp +10/+12; Atk +13 melee (1d6+2/18-20, scimitar); Full Att +13/+8 melee (1d6+2/18-20, scimitar); SA Spells; SQ Darkvision 60ft, light sensitivity, animal companion (ape), nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (5/day, large, tiny, plant), venom immunity, thousand faces; AL NE; SV Fort +11, Ref +6, Will +13; Str 14, Dex 14, Con 14, Int 8, Wis 18, Cha 14.

Skills and Feats: Concentration +22, Diplomacy +13, Knowledge – Nature +8, Survival +18; Combat Casting, Combat Reflexes, Natural Spell, Oaken Resilience, Still Spell, Track.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Dragonhide plate armor +1, masterwork scimitar, heavy wood shield, wand of magic fang, ring of feather falling, goggles of day.

Spells Prepared (6/6/6/5/5/3/3/2; base DC = 14 + spell level): 0—[create water, cure minor wounds (2), guidance (2), flare]; 1st—[cure light wounds, entangle, faerie fire, ~~longstrider~~, produce flame (2)]; 2nd—[~~barkskin~~, creeping cold (2), flame blade, flaming sphere (2)]; 3rd—[call lightning (2), greater magic

fang, poison (2); 4th—[*air walk, cure serious wounds, flame strike, dispel magic, ice storm*]; 5th—[*call lightning storm (2), ~~control winds~~*]; 6th—[*dispel magic-greater, fire seeds, tidal surge*]; 7th—[*fire storm, ~~changestaff~~*].

Bor (animal companion): CR -; Large animal (ape); HD 10d8+20+3; hp 71; Init +4; Spd 30 ft., climb 30ft.; AC 22, touch 13, flat-footed 18; BAB/Grp: +7/+18; Atk: +13 melee (1d6+7, claw); Full Atk: +13/+13 melee (1d6+7, claw) and +6 melee (1d6+4 bite); Space/Reach 10ft./10ft.; SQ low light vision, scent, link, share spells, evasion, devotion, multiattack; AL N; SV Fort +9, Ref +11, Will +4; Str 25, Dex 18, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Listen +9, Spot +9; Alertness, Combat Reflexes, Power Attack, Toughness.

Skills (Ex): Apes have a +8 racial bonus on Climb checks and can always chose to take 10 on Climb checks, even if rushed or threatened.

Orc Warriors: Male orc Bbn6/Ftr2; CR 8; Medium humanoid (orc); HD 6d12+2d10+32+8; hp 99, Init +6; Spd 40 ft; AC 16, touch 12, flat-footed 14; BAB/Grp +8/+13; Atk +13 melee (1d8+7/15-20, falchion) or +10 ranged (1d8/19-20, light crossbow); Full Att +13/+8 melee (1d8+7/15-20, falchion) or +10/+7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60ft, light sensitivity, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +2, improved uncanny dodge; AL CE; SV Fort +12, Ref +4, Will +1; Str 20, Dex 14, Con 18, Int 6, Wis 8, Cha 8.

Skills and Feats: Intimidate +11, Move Silently +11; Blind Fight, Distracting Attack, Improved Critical (falchion), Improved Initiative, Improved Toughness, Power Attack.

Light sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chain shirt, falchion, light crossbow, 20 bolts.

Appendix Seven – All APLs

Encounter Six

Krishena of Dapple: Female human Drd12; CR 12, Medium humanoid (human); HD 12d8+12; hp 65, Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; BAB/Grp +9/+8; Atk +9 melee (1d8-1/X3 masterwork longspear) or by animal type; Full Atk +9/+4 melee (1d8-1/X3 masterwork longspear) or by animal type; SA Spells; SQ animal companion, nature sense, wild empathy, woodland stride, resist nature's lure, wild shape (6/day; large, tiny, plant), venom immunity; AL NG; SV Fort +9, Ref +6, Will +13; Str 8, Dex 14, Con 12, Int 12, Wis 20, Cha 13. 5 ft. 9 in.

Skills and Feats: Concentration +12, Craft [Pottery] +6, Handle Animal +6, Heal +14, Hide +4, Knowledge – Nature +6, Listen +7, Profession – Herbalist +20, Sense Motive +8, Speak Language [Common, Elven, Goblin, Sylvan], Spellcraft +6, Spot +8, Survival +20; Combat Casting, Combat Reflexes, Fast Wild Shape, Extra Wild Shape, Natural Spell, Track.

Possessions: leather armor +1, masterwork longspear, scimitar, traveler's outfit, healer's kit.

Spells Prepared (6/7/5/5/4/4/2; base DC = 15 + spell level): 0—*create water* (2), *detect poison*, *guidance*, *light*, *mending*; 1st—*calm animals*, *entangle*, *faerie fire*, *goodberry*, *produce flame* (2), *speak with animals*; 2nd—*barkskin*, *cats grace*, *chill metal*, *lesser restoration*, *wood shape*; 3rd—*greater magic fang*, *plant growth*, *poison*, *protection from energy*, *quench*; 4th—*dispel magic*, *flame strike*, *freedom of movement*, *ice storm*; 5th—*animal growth*, *death ward*, *stoneskin*, *tree stride*; 6th—*dispel magic* (greater), *fire seeds*.

Encounter Seven

Lightningswift: Male giant owl Ftr2/Bbn2; CR 6, Large magical beast; HD 4d10+2d10+2d12 +8; hp 54 (currently -3), Init +3; Spd 20 ft., fly 80 ft. (average); AC 16, touch 13, flat-footed 16; BAB/Grp +8/+16; Atk +11 melee (1d6+4 claw); Full Atk +11/+11 melee (1d6+4 claws) and +6 melee (1d8+2 bite); SQ superior low light vision, fast movement, rage 1/day, uncanny dodge; AL NG; SV Fort +11, Ref +8, Will +3; Str 18, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +4, Knowledge – Nature +6, Listen +17, Move Silently +10, Spot +12; Alertness, Combat Reflexes, Multiattack, Power Attack, Wingover.

Superior Low Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills (Ex): Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks. When in flight, giant owls gain a +8 bonus on Move Silently checks.

Possessions: None.

GM Aid 1: New Rules Items

Feats:

Distracting Attack [General]

You are skilled at interfering with opponents in melee.

Prerequisites: BAB +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

Reference: Miniatures Handbook, page 25.

Extra Wild Shape [Wild]

You can use *wild shape* more frequently than you normally could.

Prerequisites: Ability to use *wild shape*.

Benefit: You use your *wild shape* ability two more times per day than you otherwise could. If you are able to use *wild shape* to become an elemental, you also gain one additional elemental *wild shape* use per day.

Reference: Complete Divine, page 81.

Fast Wild Shape [Wild]

You assume your *wild shape* faster and more easily than you otherwise could.

Prerequisites: Ability to use *wild shape*, Dex 13.

Benefit: You gain the ability to use wild shape as a move equivalent action.

Reference: Complete Divine, page 82.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you

threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Reference: Complete Warrior, page 100.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Reference: Complete Warrior, page 101.

Oaken Resilience [Wild]

You can take on the sturdiness of the mighty oak.

Prerequisites: Ability to wild shape into a plant.

Benefit: You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph and stunning. You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for ten minutes.

Reference: Complete Divine, page 82.

Spells:

Creeping Cold (Transmutation [cold])

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals

1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the first round, 2d6 on the second round and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow or water.

Reference: Complete Divine, p. 160.

Tidal surge (Evocation [water])

Level: Druid 6, Ocean 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more creatures in a 20-ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast this spell, you create a huge wave of water that slams into one or more targets within range.

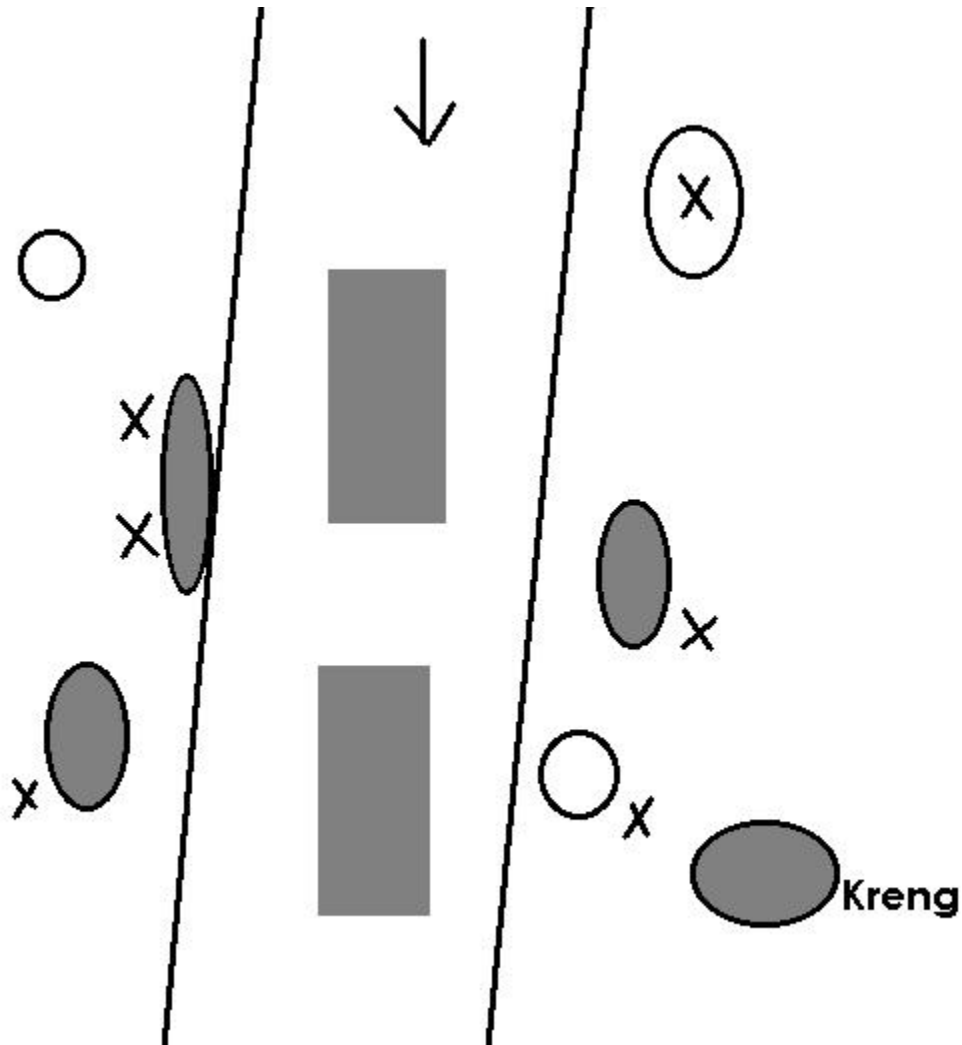
If there is no large, natural source of water (a river, lake, or ocean) within the spell range, you affect only one target. If such a source exists within the range of the spell, the spell creates a burst centered on a location you designate. In either case, the water deals 1d8 points of damage per two caster levels (maximum 7d8) to the target or to creatures within the area.

In addition, all affected creatures suffer a bull rush attack, forcing them to make opposed Strength checks against the wave of water. The water has an effective Strength of 16 and is considered Medium sized (or Strength 20 and Large if cast near a source of water). You designate the direction the wave pushes when you cast the spell; creatures who lose the opposed Strength check are pushed back 5 feet, plus an additional 5 feet for every 5 points by which the wave beats their Strength check, in that direction. It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are Large size or smaller. If the wave hits a magical fire, those flames are targeted by a *dispel magic* effect as if you had cast the spell.

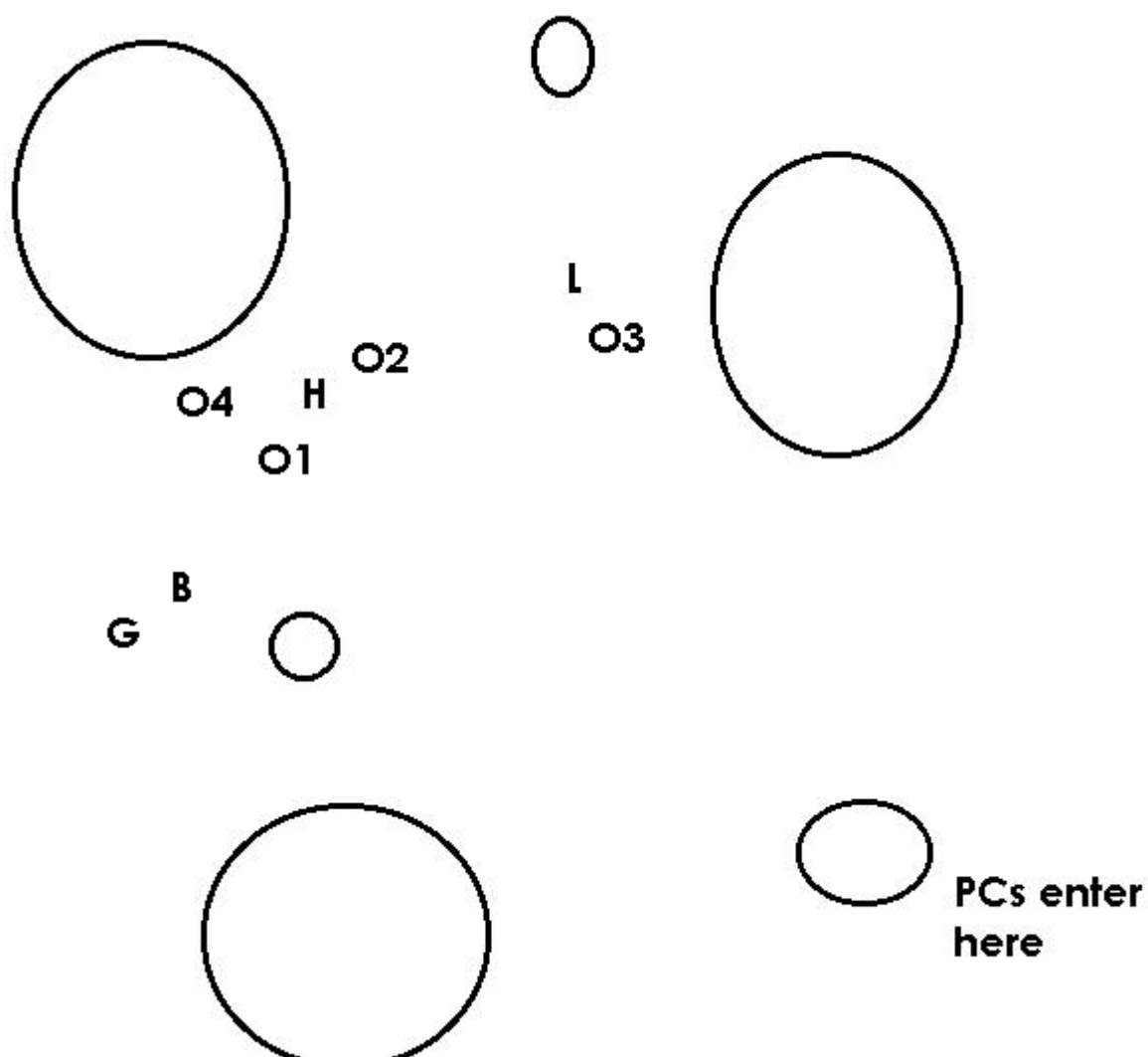
Reference: Complete Divine, p. 184.

GM Aid 2: Maps



Encounter Two Map Key:

The Rectangles in the center represent the wagons PCs are escorting, heading in the direction of the arrow. PCs should be allowed to place themselves as desired for guard duty. The "X" represent soldiers under Kreng, whose location is indicated by his name. Solid circles/ovals are rock outcroppings while circles with white centers represent trees. The X inside the circle indicates a soldier currently shooting from in the tree's branches. The road is narrow here, only about fifteen feet wide.



Encounter Seven Map Key:

The letters represent the approximate location of the various individuals, using the first letter of their name. The orcs are numbered 1 to 4. Remember that at some APLs there are only three orcs; in that case delete O4 from the above sketch. Circles represent trees.

Critical Event Summary

LG FUR5–02 – Herb Hunting

(Return to HQ or to Michelle Sharp)

Please be sure to answer all questions. Thanks.

1. What is Lystrilla's final status? Alive Dead
2. Did the PCs save at least one of the two owls? Yes No
3. Did the PCs defeat the druid and his minions? Yes No
4. Complete the following for any PCs who are beau's of Lystrilla:

Player Name	Email	PC Name	Class & Level	Race	Charisma

5. Comments (Optional). Please explain any unusual circumstances