

FOR CROWN AND KINGDOM

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY MATT ARNOLD

REVIEWED BY ANDREW SCHNEIDER, SHAWN MERWIN, AND DRU MOORE
PLAYTESTED BY DALE EARNEST, ROBYN HELLER, JAIMIE HOWARD, JOSH
LIBBY, RANDI MISTERKA, AND PRAN MUKHERJEE

For decades, knights-errant of Cormyr have sought glory in the untamed Stonelands. It is common for these knights to bring a retinue of adventurers on such quests, and what better way to make a name for oneself? *A Living Forgotten Realms* adventure for characters levels 1-4.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an 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 schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1 - 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

A band of outlaws calling themselves the Crimson Wolves have appeared along the borders of the Stonelands, led by Tormos Mallor, a former war wizard of Cormyr.

Cast out from his order for repeatedly disregarding the King's Law in the course of his service, Mallor's

leadership makes the Crimson Wolves a true threat to the region. The Crown has called an errantry to bring the wayward wizard to justice. At the promise of glory and a grant of land, young and ambitious knights of Cormyr have gathered in Suzail to answer the call.

DM'S INTRODUCTION

A pair of knights is taking up an errantry to bring down a gang of outlaws, and seek able adventurers to assist them. The PCs may meet with one or both of the knights and eventually choose to travel with either Oris Grenfell, who favors cunning and guile, or Cora Inyn, who prefers a more direct approach to her challenges.

The PCs must infiltrate the hideout of the crimson wolves, fight off guards, and ultimately confront Tormos Mallor himself.

When the PCs encounter Mallor, they find he has captured the knight whom the PCs did not accompany. The PCs may negotiate for the knight's life and, if they are skilled enough, earn the former war wizard's honorable surrender - though they still have to deal with Mallor's hobgoblin bodyguards.

QUEST CARD: IN SLUMBER REMAIN

Early in this adventure, the PCs will have the opportunity to complete Task 2 of the above Quest Card. At the beginning of the adventure check the players' reward card stacks. If any player has this card, include the quest component in Encounter 1. Otherwise you may skip that element of the encounter.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

As you browse a crowded plaza in Suzail, a pair of heralds arrive and sound their horns.

"The most temperate and just Sir Oris, knight of House Grenfell," one of the heralds calls out, "has answered the call to errantry, and now seeks brave and chivalrous adventurers to accompany him on his glorious quest to tame the lawless Stonelands."

The second herald then calls, "The valorous and steadfast Lady Cora, knight of House Inyn, has answered this same call to errantry, and also seeks adventurers to accompany her on this most noble quest."

The heralds then march off to sound their announcement down the street.

ENCOUNTER 1: A KNIGHTLY PATRON

SETUP

Sir Oris Grenfell (Insight +4, Diplomacy +3)
Lady Cora Inyn (Intimidate +4, Diplomacy +2)
Kedros (Quest NPC)

Having heard the announcement, the PCs may seek an audience with one or both of the knights. They can ask around the city to learn more about the knights before seeking an audience. If the players are unfamiliar with the idea of an errantry, this is where they can learn what it entails.

Read or paraphrase the following:

The crowd is abuzz with the news of an errantry. A number of people are beginning to make their way to the Royal Barracks to meet with the knights-errant.

Should the PCs decide to ask around town first, they can obtain the following information:

- An errantry is a quest undertaken by Cormyrian knights to prove their worth. Knights who complete such quests are given a grant of land and a regiment of soldiers.
- Only a knight can accept the quest, but they always seek adventurers to help and support them along the way. Aiding an errant knight is a sure path to gold and glory.
- While both knights are honorable, capable and loyal, their similarities end there; Sir Oris is known to be level-headed and patient. Lady Cora is an impetuous firebrand, but is intensely loyal to those under her command.
- If the PCs wish to investigate the history of this particular errantry, a DC 10 Streetwise check leads them to a man called Kedros, who frequents the Grey Griffon Tavern. Kedros sports a large, striking tattoo of a flame across his bare scalp and part of his face. He tells the PCs that the quest is to bring down a former War Wizard, one who was shamed and outcast after disobeying an edict from the crown.
- With an easy DC 5 Diplomacy check or for a 2 gp inducement, Kedros provides the following additional information. The War Wizard in question, Tormos Mallor, was recalled to other duties while pursuing a traitor. The crown saw this traitor as inconsequential, but Mallor did not.

Consequently, Mallor ignored the new orders and went rogue.

QUEST CARD: IN SLUMBER REMAIN – TASK 2

If, during the conversation with Kedros, a PC says “The cleansing flame thrives during even the coldest night” and then asks him when the next conflagration of souls is set to occur, read or paraphrase the following:

Kedros’s eyes widen in mild surprise, but he quickly regains his composure and says to you, “Should you seek to open the conflagration of souls, you need to ask a traveler from beyond the stars.” With that, he gets up and hurriedly leaves the tavern, leaving his drink unfinished.

If the PCs look for Kedros, he has already disappeared into the crowd. PCs with the Quest Card *In Slumber Remain* may mark off the Task 2 requirement on their logsheets.

If the PCs visit the Royal Barracks and seek an audience with either of the knights, they are quickly shown in. Feel free to roleplay the hopeful but mostly inexperienced local adventurers who are waiting for their turn to petition the knights to join the errantry. It should be apparent that the pickings are slim and the PCs are the most attractive option.

The PCs may speak with one or both knights without penalty. The PCs can gain the following information while speaking with the knights:

- A band of outlaws called the Crimson Wolves has formed in the Stonelands, a region in northern Cormyr.
- The Crown demands the bandits be routed from their hideout and their leader taken dead or alive.
- The leader of the Crimson Wolves is Tormos Mallor, a former War Wizard cast out in disgrace.
- Oris would like to capture Mallor alive and allow him to stand trial. He believes compassion and mercy to be cornerstones of knightly virtue.
- Cora does not particularly care how Mallor is brought to justice, only that he is. So long as he pays for his crimes, she is satisfied.
- Either knight is willing to pay the PCs 60/80 gp each upon the party’s successful completion of the errantry and triumphant return to Suzail.
- The knights may be impressed enough by the PCs’ past deeds to give them an advance of 20/30 gp on their payment. If the PCs choose to accompany Oris, they receive the advance if one

or more of them possess the Story Award CORM01 - Badge of Temperance. If the PCs choose to accompany Cora, they receive the advance if one or more of them possess CORM14 - Dragonslayer.

The meetings with the knights are an opportunity for the PCs to introduce themselves and relate some past adventures. They are being interviewed by the knights for the honor and reward of being involved in the errantry. However the number of quality adventurers petitioning to join the knights is low and the PCs are the best applicants, so the interview is brief and successful unless the PCs do something to disgrace themselves. The two knights have very different personalities, as noted below, giving you as DM an opportunity to roleplay the differences in the meetings.

ORIS

Oris is quick-witted and cunning, and the abundance of maps and books of strategy he keeps suggests that he is something of a tactician. He is a diplomatic, friendly, and hospitable host.

If the PCs meet with Sir Oris, read or paraphrase the following:

Sir Oris is a slim, quiet, raven-haired man. Stroking his goatee, he politely invites you to take a seat and then asks your names and qualifications before explaining the task before you.

CORA

Cora is straightforward and blunt, with little interest in anything not directly related to the task at hand. Characters with an obvious martial prowess receive extra attention. She has an almost infectious energy.

If the PCs meet with Lady Cora, read or paraphrase the following:

Lady Cora stands, despite the number of chairs in the room. Her bright blonde hair lies in stark contrast to her broken nose and muscled forearms. "Right, then," she says before the door is even closed behind you, "I need to know your names and what it is you do."

ENDING THE ENCOUNTER

The encounter ends when the PCs decide to accompany either Oris or Cora for the errantry.

ORIS

Oris has some packing and preparation to do. The PCs are given a room for the night, and set out for the Stonelands the following morning. The next day, the party is told by guards at the city gate that Cora's group had left the day before.

CORA

Cora demands that the party leave immediately. Unfortunately on the morning of the second day her beloved warhorse throws a shoe and the leg shows signs of minor swelling. Rather than risk riding the horse she walks the mount to the nearest village. Oris and his entourage pass the party as they wait for the farrier.

If it happens that the players are not inclined to seek an audience with either knight, let them wander the city a little, perhaps to purchase equipment or visit a tavern, and have various NPCs such as merchants, passersby, and barkeeps gossip about the potential benefits of joining a knight-errant, including the promise of fame and fortune.

In the event that this is still not enough to encourage the PCs, one of the knights (the DM's choice) sends a squire to fetch the PCs with an official summons, having heard that a group of skilled adventurers are in town.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

If the PCs' past deeds sufficiently impress their knightly patron, they each receive an advance of 20/30 gp. This is deducted from the 60/80 gp they receive at the successful completion of the adventure.

Any PCs without a mount are supplied one by their sponsor for the duration of the adventure. Basic provisions are also provided.

ENCOUNTER 2: TRAVEL

SETUP

This encounter ties the hiring process in Suzail with the main adventure in the Stonelands. It is intended to reinforce the constant dangers of Faerun.

Faerun is a land of dark peril and travelling across it, especially cross-country, is fraught with danger.

It takes six days to travel on horseback from Suzail to the Crimson Wolves' hideout in the Stonelands.

For the first five days the sponsor has wisely ensured that the party spends the evenings in villages and inns along their route.

The last night, however, is spent in the wilds of the Stonelands.

DM Note: In some adventures it has been noted that PCs have travelled Faerun without any real sense of danger or risk. This is contrary to the 'points of light' nature of Faerun. This encounter serves as a reminder of the perils of traveling across the continent through a few skill checks, roleplaying, and atmosphere, rather than combat.

Read or paraphrase the following:

The first five days of travel are uneventful and you spend the nights in inns and taverns along the road. Entering the Stonelands on the sixth day, the final trappings of civilization disappear entirely. You realize that tonight you'll be spending it in the wild.

As the sun drifts to the horizon, your sponsor calls a halt and orders you to find a suitable campsite. "It'll be a full moon tonight."

FIND A SUITABLE CAMPSITE

Goal: The PCs must find a secure campsite.

Primary Skills: Nature

Other Skills: Perception

Victory: The PCs find a good campsite.

Defeat: The campsite the PCs selected has a colony of ants nearby. When the PCs awaken the next morning, randomly select one PC who spent a restless night with ants crawling through their clothes, bedroll, and belongings. That PC loses one healing surge. In high tier play randomly select two PCs to each lose one healing surge.

Nature DC 15/17 (1 PC makes a single attempt)

The group must nominate one PC as the principal scout who makes the initial Nature check. Using their knowledge of nature, the PC scout looks for a suitable camping spot.

Nature or Perception DC 10/10 (not a success or failure)

All other PCs may make one attempt each to aid the PC scout by succeeding at a Nature or Perception check. On a success they add +2 to the PC scout's Nature check. If the table has four PCs, the sponsoring knight will also assist (automatically succeeding). If there are five or six PCs in the party, the knights fail to assist.

KEEPING WATCH

Ask the players if their characters take any other precautions during the night. If they are foolish enough not to set a watch, they wake in the morning to find small animals have ransacked the food supplies. The PCs must use magical means to feed themselves or forage to replace the lost foodstuffs. Foraging requires a successful Nature check (DC 15 to find enough food and water for one person, or DC 25 to find enough for up to five people; see page 186 in the *Player's Handbook* for details). Adventurers can go for three weeks without food, but only three days without water (as explained on page 159 of the *Dungeon Master's Guide*).

If the PCs set watches, whoever is on watch around midnight hears a small creature being chased by a large beast. Both animals crash through the undergrowth and then there is the sound of a brief, ferocious fight. Occasionally eyes glint from the dark, reflecting whatever light source the PCs are using.

If time permits, a suggested mechanism to instill a sense of danger in the PCs is have a wolf howl (remember the full moon) and have a PC make a DC 5 Perception check to hear something prowling in the dark. Travelling cross-country in Faerun is dangerous and the PCs should feel accordingly menaced.

EXPERIENCE POINTS

None. The encounter uses basic skill checks, but it is not a formal skill challenge.

TREASURE

None.

ENCOUNTER 3: WALLED OUT

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 1 (100/150 XP)

SETUP

The PCs travel further into the Stonelands and soon come to the Crimson Wolves' hideout, a collection of rough but sturdy buildings. The outlaws have encircled their hideout with a solid palisade, so the PCs must find a way past it in order to enter.

Read or paraphrase the following:

As the sun reaches its zenith, you arrive at your destination. The Crimson Wolves' encampment is a collection of buildings roughly built from stone and mortar. Impressively the outlaws have erected a tall wooden palisade surrounding their camp.

If the PCs' patron is Oris, continue with the following:

"That wall poses a problem," Oris says. "We'll not be getting past that so easily. Look around, and perhaps we can come up with a plan."

If the PCs' patron is Cora, continue with the following:

"Confound these outlaw scum!" Cora cries at seeing the wall. "Still, such men are reliably lazy. We need to figure out the best time to attack."

There's no further sign of the knight that the PCs did not choose. Oris thinks Cora got lost in the hills, while Cora imagines Oris is holed up in a tavern, studying his books.

SKILL CHALLENGE: WALLED OUT

Goal: The PCs seek the best time to attack, or a weakness in the wall which allows them to sneak into the outlaws' hideout.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: History, Perception, Stealth

Other Skills: Athletics, Endurance

Victory: The PCs discover a small hole under the wall, dug by goblin bandits shirking their duties. Additionally, they discover that the guards who man the wall just before sunset have the fewest numbers.

Defeat: The PCs discover either the ideal time to attack the gate or the hole leading under the wall, but not both.

If the group does exceptionally poorly on the skill challenge, they find no information of value at all.

This skill challenge is composed of two smaller challenges; one for finding a hidden way in, and one for observing the guards and determining the best time to strike.

- Successful checks in the skill challenge can be applied toward either goal; once either goal has accumulated 2 successful checks, the associated path is unlocked. The PCs may continue the challenge to discover the other path (giving themselves more options), or they can stop and pursue the path they've unlocked, in which case they still earn full XP for completing the skill challenge.
- If the group accrues two failed checks towards a single goal, they have failed that part of the challenge and cannot use the path associated with it. They can still succeed at the overall skill challenge, however.
- Regardless of how they are divided, if the group accumulates 3 total failed checks for the entire encounter, they fail to find either way in and have failed the skill challenge (see below).
- Special: The PCs may stop the skill challenge at any time, regardless of successes and failures, and attempt to enter the encampment. If they have scored zero successes, or have only scored successes regarding the main gate, then the only option is a frontal assault. If they have scored at least one success towards discovering the "back door," they can choose either path, but they should be at a disadvantage in the ensuing encounter (for example, suffering a surprise round) for not taking the time to fully understand the situation. Award half XP for the skill challenge in this case.

The PCs' patron has suggested one of the possible paths for the skill challenge. It's up to the PCs to consider other possibilities. When a PC is making a skill check, ask them what their aim is. This will help you allocate the check against the appropriate path.

Athletics DC 14/15 (1 success, 2 maximum but only 1 success per path)

The PC climbs to a higher vantage point among the hills and rocks. From here, he can observe the guards' patrol patterns unnoticed, or watch as a slacking goblin somehow passes through the rear wall. On a failure, the PC slips on the rocks and loses a healing surge. If Cora is the PCs' patron, her skill with battlefield medicine restores the healing surge.

Endurance DC 16/17 (1 success, 1 maximum)

The PC tirelessly observes the bandits from a safe distance for several hours, making a note of their every move either on the walls or among the buildings.

History DC 14/15 (1 success, no maximum)

The PC recalls some relevant bit of information regarding the structure of a palisade, common patrol patterns, or the details of historical events where such walls have been breached. On a failure, the PC recalls erroneous information and the next check made as part of this skill challenge suffers a -2 penalty. If Oris is present, his knowledge negates the penalty, though it still counts as a failure for the skill challenge.

Perception DC 15/16 (1 success, no maximum)

The PC discovers a vital clue leading toward a potential way in. This could be a number of things;

- Goblin tracks leading to the rear wall of the hideout.
- A goblin over-loudly proclaiming his intent to sneak “out the back” only to be shushed by his peers as a hobgoblin prowls by.
- A scuffle between two guard patrols which leaves one patrol a man short due to injury.
- A brief stretch of time when no guards are in sight of the main gate.

You should feel free to insert any creative clues of your own devising as well.

Stealth DC 16/17 (1 success, 2 maximum but only 1 success per path)

The PC sneaks closer to the hideout than most would dare, allowing him to better obtain relevant information.

On a failure, the PC narrowly escapes being spotted, and the group must take extra caution in the future. As well as counting as a failure for the skill challenge, it imposes a -2 penalty to the next check made in the skill challenge.

ENDING THE ENCOUNTER

If the PCs succeed at unlocking both paths through the skill challenge, it falls to them to decide which path they should take. The sponsor will agree to whichever plan the PCs decide, however they do have their preferences and will state their opinions during the discussion. Oris advocates the stealthy approach, while Cora prefers a frontal assault.

If the PCs elect to sneak in through the hole under the wall, proceed to **Encounter 4a: The Cunning Plan**. If the party decides to break through the main gate when there are fewer guards, proceed to **Encounter 4b: Breakthrough**.

Success: The PCs discover both ways past the palisade and have the option of choosing either path.

Failure: The PCs discover only one option for getting past the palisade; or, if they fail to find any way in at all, their knightly patron discovers a way where the PCs could not and makes the decision for them. Oris finds the hole at the back of the wall, while Cora plans for a frontal assault.

EXPERIENCE POINTS

Each PC receives 20/30 XP for successfully completing the skill challenge.

TREASURE

None.

ENCOUNTER 4A: THE CUNNING PLAN

ENCOUNTER LEVEL 1/3 (475/703 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 6 goblin cutters (C)
- 2 goblin blackblades (B)
- 1 centipede swarm (S)

This encounter includes the following creatures at the high tier:

- 6 goblin cutters (level 3) (C)
- 2 goblin blackblades (level 3) (B)
- 1 centipede swarm (level 4) (S)

If the PCs decide to sneak into the hideout through the back, they come upon a group of goblins picking through a trash pile for a snack of centipedes. The goblins are startled at the intrusion, and must be dispatched quickly before they sound the alarm.

If the PCs' patron is Oris, he is cautious, and encourages the PCs to be in the front. If the PCs' patron is Cora, she's not comfortable with sneaking around and allows the PCs to take the lead.

As the adventurers enter the area, read:

"You go in first," the knight says, "I'll keep watch out here. Signal me once the coast is clear."

As the last of the PCs squeeze through the goblin-sized hole, they become aware of jabbering voices nearby. Though the light is blocked by the wall and nearby buildings, they can make out the forms of several squat figures picking through a heap of rotting kitchen scraps, tossing handfuls of the stuff into a bucket.

If the PCs act immediately, they gain a surprise round.

In either case, read or paraphrase the following:

One of the goblins turns and, seeing your group, lets out a shriek, kicking over the bucket. Startled, the creatures draw their weapons, while the contents of the bucket - a wriggling, crawling mass of centipedes - surges towards you.

Fortunately for the PCs, nobody heard the goblin yell. However, if the combat lasts more than six rounds or a goblin manages to get past the PCs, the goblins' allies are alerted to the intrusion and the entirety of the Crimson Wolves begins to mobilize. This affects Encounter 5.

FEATURES OF THE AREA

Illumination: Between the wall and the building, there is little light. This encounter has dim illumination, unless the PCs bring their own light sources.

Palisade: The wall is fifteen feet high and counts as blocking terrain. The hole through which the PCs entered is passable, but Medium or larger creatures must squeeze in order to do so.

Trash Heap: This heap of rotten kitchen scraps is piled up next to the wall. It counts as difficult terrain.

Cart: Much of this old cart has been taken apart, its pieces used in other places around the hideout. A character may climb into it as part of any move action with a DC 12 Athletics check, and gains cover by doing so. Otherwise, the cart is blocking terrain.

Mess Hall: The encounter takes place behind the outlaws' mess hall. The lights are out, and there is currently nobody inside. The back door is visible from the encounter location, and is closed but unlocked. A goblin escapes through the building if it reaches the door on the far side of the hall. The bar and tables are difficult terrain, but the chairs are not.

Escape Point: Any goblin that gets past the PCs and reaches the escape point marked on the map is considered to have escaped and is removed from the encounter.

TACTICS

The goblins use numbers to their advantage, attempting to gain combat advantage through flanking. Once three goblins are defeated, the rest seek an escape route, using *goblin tactics* whenever possible to shift toward the door to the building or the escape point.

The goblin blackblades use their *sneaky* power to put goblin cutters between the PCs and themselves, especially once bloodied.

The centipedes attack the nearest PC. They do not coordinate their attacks with the goblins, though the goblins use the centipedes to set up a flank if the opportunity presents itself.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one goblin blackblade

Six PCs: Add one goblin blackblade.

ENDING THE ENCOUNTER

The encounter ends when the centipedes and all the goblins have either escaped or been defeated.

If a goblin successfully escapes, or if the combat lasts more than six rounds, the PCs hear the commotion of the Crimson Wolves scrambling to deal with the intruders.

Whether or not the alarm is sounded, the PCs can signal for their patron to enter and proceed to **Encounter 5: To Arms!** (taking a short rest if desired).

EXPERIENCE POINTS

The PCs receive 95/140 XP each for defeating the goblins and centipedes. If more than half of the goblins escape, the group is considered to have failed the encounter and receives only half experience.

TREASURE

At the bottom of the overturned bucket is a +1 symbol of hope. Also, one of the outlaws has hidden a pouch of gold in the trash pile containing 5/8 gp per PC. Both can be found with a DC 10 Perception check. Note that PCs cannot find the treasure from both Encounters 4a and 4b.

ENCOUNTER 4A: THE CUNNING PLAN STATISTICS (LOW LEVEL)

Goblin Cutter	Level 1 Minion
Small natural humanoid	XP 25
Initiative +3 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion	
AC 16; Fortitude 12, Reflex 14, Will 11	
Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +5, Thievery +5	
Str 14 (+2)	Dex 17 (+3) Wis 12 (+1)
Con 13 (+1)	Int 8 (–1) Cha 8 (–1)
Equipment leather armor, short sword	

Goblin Blackblade	Level 1 Lurker
Small natural humanoid	XP 100
Initiative +7 Senses Perception +1; low-light vision	
HP 25; Bloodied 12	
AC 16; Fortitude 12, Reflex 14, Will 11	
Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d6 + 2 damage.	
Combat Advantage	
The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Sneaky	
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +10, Thievery +10	
Str 14(+2)	Dex 17 (+3) Wis 12 (+1)
Con 13(+1)	Int 8 (–1) Cha 8 (–1)
Equipment leather armor, short sword	

Centipede Swarm	Level 2 Brute
Medium natural beast (swarm)	XP 125
Initiative +4 Senses Perception +1; darkvision	
Swarm Attack aura 1; each enemy that starts its turn within the aura takes 3 damage plus 2 extra damage per centipede swarm adjacent to the enemy.	
HP 44; Bloodied 22	
AC 14; Fortitude 14, Reflex 15, Will 10	
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed 6; climb 6 (spider climb)	
m Swarm of Mandibles (standard; at-will)	
+4 vs. Reflex; 1d6 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
Survival Instinct (immediate reaction, when hit by an area or close attack; at-will)	
The centipede swarm shifts 3 squares.	
Alignment Unaligned	Languages –
Skills Stealth +9	
Str 9 (+0)	Dex 17 (+4) Wis 10 (+1)
Con 14 (+3)	Int 1 (–4) Cha 6 (–1)

ENCOUNTER 4A: THE CUNNING PLAN STATISTICS (HIGH LEVEL)

Goblin Cutter (Level 3)	Level 3 Minion
Small natural humanoid	XP 38
Initiative +4 Senses Perception +2; low-light vision	
HP 1; a missed attack never damages a minion	
AC 18; Fortitude 14, Reflex 16, Will 13	
Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 5 damage (6 damage if the goblin cutter has combat advantage against the target).	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil Languages Common, Goblin	
Skills Stealth +6, Thievery +6	
Str 14 (+3) Dex 17 (+4) Wis 12 (+2)	
Con 13 (+2) Int 8 (+0) Cha 8 (+0)	
Equipment leather armor, short sword	

Goblin Blackblade (Level 3)	Level 3 Lurker
Small natural humanoid	XP 150
Initiative +8 Senses Perception +2; low-light vision	
HP 37; Bloodied 18	
AC 18; Fortitude 14, Reflex 16, Will 13	
Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage.	
Combat Advantage	
The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Sneaky	
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.	
Alignment Evil Languages Common, Goblin	
Skills Stealth +11, Thievery +11	
Str 14(+3) Dex 17 (+4) Wis 12 (+2)	
Con 13(+2) Int 8 (+0) Cha 8 (+0)	
Equipment leather armor, short sword	

Centipede Swarm (Level 4)	Level 4 Brute
Medium natural beast (swarm)	XP 175
Initiative +5 Senses Perception +2; darkvision	
Swarm Attack aura 1; each enemy that starts its turn within the aura takes 3 damage plus 2 extra damage per centipede swarm adjacent to the enemy.	
HP 64; Bloodied 32	
AC 16; Fortitude 16, Reflex 17, Will 12	
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed 6; climb 6 (spider climb)	
m Swarm of Mandibles (standard; at-will)	
+6 vs. Reflex; 1d6 + 1 damage, and ongoing 5 poison damage (save ends); a creature already taking ongoing poison damage is also weakened (save ends). The centipede swarm's attack deals 1 extra damage for each centipede swarm adjacent to it.	
Survival Instinct (immediate reaction, when hit by an area or close attack; at-will)	
The centipede swarm shifts 3 squares.	
Alignment Unaligned Languages –	
Skills Stealth +9	
Str 9 (+1) Dex 17 (+5) Wis 10 (+2)	
Con 14 (+4) Int 1 (–4) Cha 6 (+0)	

ENCOUNTER 4A: THE CUNNING PLAN MAP

TILE SETS NEEDED

Ruins of the Wild x1, Dungeon Tiles x1

centipede swarm = S goblin cutter = C goblin blackblade = B



ENCOUNTER 4B: BREAKTHROUGH

ENCOUNTER LEVEL 1/3 (475/703 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 6 goblin cutters (C)
- 2 human guards (level 1) (G)
- 1 goblin sharpshooter (S)

This encounter includes the following creatures at the high tier:

- 6 goblin cutters (level 3) (C)
- 2 human guards (G)
- 1 goblin sharpshooter (level 4) (S)

If the PCs opt to make a direct attack against the palisade's main gate, they must contend with an enemy that has an advantageous position. A goblin sharpshooter fires from a raised platform, and more outlaws lie in wait beyond the sturdy doors.

As the adventurers enter the area, read:

"Charge!" [your knightly patron] yells as you near the gate. "I shall guard our flank, just get through!" A goblin lookout on the wall, eyes wide with surprise, hastily loads his crossbow and takes aim.

FEATURES OF THE AREA

Illumination: During the day the area has bright illumination. If the PCs attack at night, the illumination is dim.

Wall: The palisade is 15 feet high, and blocks line of sight and line of effect. The rough wood can be scaled with a DC 15 Athletics check. Creatures atop the wall can move across it without penalty, but must jump or climb in order to move off it.

Gate: The gate is part of the wall and blocks line of sight and line of effect. It can be broken down (40 hit points, AC 4, Fortitude 12, Reflex 4, immune to attacks that target Will). Once it is reduced to 0 hit points, it is destroyed and no longer blocks line of sight or line of effect.

Platform: The platform from which the goblin sharpshooter fires has a wooden barrier, designed to keep the lookout from falling. It provides cover against incoming attacks. There is no penalty for moving onto or off of the platform.

Stairs: The stairs on the inside of the hideout can be used to get onto and off of the wall.

Scrub: The trees on the map have managed to grow large enough in the rocky soil that the center square on each provides cover and is impassible terrain.

TACTICS

The goblin sharpshooter targets the closest non-prone PC climbing or attempting to destroy the gate. If bloodied or forced into melee, he leaves the lookout platform and attempts to join his allies.

The goblin cutters wait behind the gate and rush to attack any PC who enters. They attempt to gain combat advantage through flanking whenever possible.

The human guards stick together, first moving to the wall and firing at the PCs with their crossbows. They draw their halberds and close to melee with any PC who passes through the gate or reaches the top of the wall. They then use *powerful strike* whenever possible.

The enemies here fight to the death, but do not pursue the PCs if they flee.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one human guard.

Six PCs: Add one human guard.

ENDING THE ENCOUNTER

If the PCs are unable to breach the gate or forced to flee, they may attempt to sneak in through the back. If the PCs did not find the hidden entrance, their patron mentions seeing a hole beneath the wall around the back, but thought it too small to be of any use. Proceed to **Encounter 4a: The Cunning Plan**.

If the PCs defeat the gate guards, they are inside the Crimson Wolves' hideout and can begin their search for Mallor. The PCs patron rejoins them as they enter. However, they have caused an unmistakable disturbance, and the outlaws are mobilizing in defense. Allow the PCs to take a short rest, then proceed to **Encounter 5: To Arms!**

EXPERIENCE POINTS

The PCs receive 95/140 XP each for defeating the guards. If forced to flee and sneak in the back, they receive no XP from this encounter at all, but can earn the XP from Encounter 4a instead.

TREASURE

A +1 *holy symbol of hope* is tucked into a corner in the lookout's platform, as is a pouch containing 5/8 gp per PC. It can be found with a DC 10 Perception check.

ENCOUNTER 4B: BREAKTHROUGH STATISTICS (LOW LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (−1)	Cha 8 (−1)
Equipment leather armor, short sword		

Human Guard (Level 1)		Level 1 Soldier
Medium natural humanoid		XP 100
Initiative +3	Senses Perception +5	
HP 31; Bloodied 15.		
AC 16; Fortitude 14, Reflex 13, Will 11		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +8 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5, 6) ♦ Weapon		
Requires Halberd; reach 2; +8 vs. AC; 1d10 + 7 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +7 vs. AC; 1d8 + 2 damage.		
Alignment Evil	Languages Common	
Skills Streetwise +6		
Str 16(+3)	Dex 14 (+2)	Wis 11 (+0)
Con 15(+2)	Int 10 (+0)	Cha 12 (+1)
Equipment chainmail, halberd, crossbow with 20 bolts		

Goblin Sharpshooter		Level 2 Artillery
Small natural humanoid		XP 125
Initiative +5 Senses Perception +2; low-light vision		
HP 31; Bloodied 15		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d6 + 2 damage.		
r Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.		
Sniper		
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.		
Combat Advantage		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +12, Thievery +12		
Str 14 (+3)	Dex 18 (+5)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts		

ENCOUNTER 4B: BREAKTHROUGH STATISTICS (HIGH LEVEL)

Goblin Cutter (Level 3)		Level 3 Minion
Small natural humanoid		XP 38
Initiative +4 Senses Perception +2; low-light vision		
HP 1; a missed attack never damages a minion		
AC 18; Fortitude 14, Reflex 16, Will 13		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+7 vs. AC; 5 damage (6 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +6, Thievery +6		
Str 14 (+3)	Dex 17 (+4)	Wis 12 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, short sword		

Human Guard		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +4		Senses Perception +6
HP 47; Bloodied 23.		
AC 18; Fortitude 16, Reflex 15, Will 13		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +10 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5, 6) ♦ Weapon		
Requires Halberd; reach 2; +10 vs. AC; 1d10 + 8 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +9 vs. AC; 1d8 + 3 damage.		
Alignment Evil		Languages Common
Skills Streetwise +7		
Str 16(+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15(+3)	Int 10 (+1)	Cha 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts		

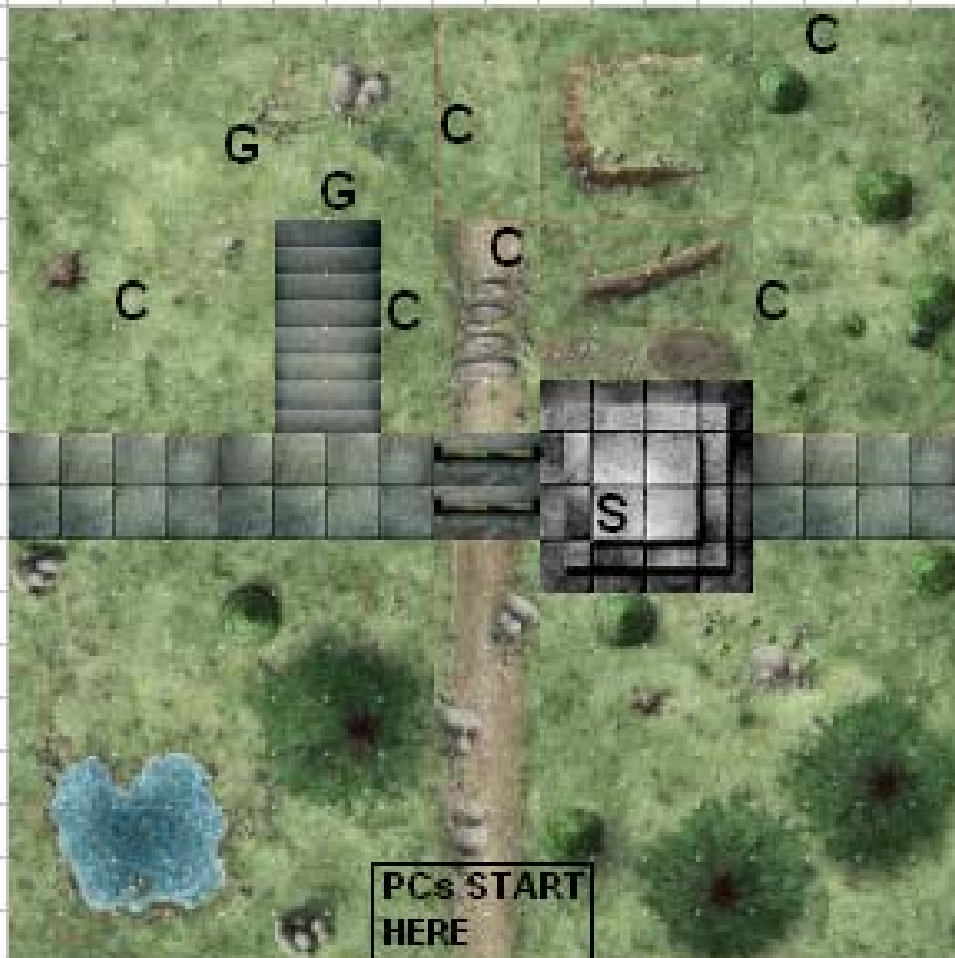
Goblin Sharpshooter (Level 4)		Level 4 Artillery
Small natural humanoid		XP 175
Initiative +6 Senses Perception +3; low-light vision		
HP 43; Bloodied 21		
AC 18; Fortitude 14, Reflex 16, Will 13		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6 + 3 damage.		
r Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +11 vs. AC; 1d6 + 5 damage.		
Sniper		
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.		
Combat Advantage		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +13, Thievery +13		
Str 14 (+4)	Dex 18 (+6)	Wis 13 (+3)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Equipment leather armor, short sword, hand crossbow with 20 bolts		

ENCOUNTER 4B: BREAKTHROUGH MAP

TILE SETS NEEDED

Ruins of the Wild x1, *Dungeon Tiles* x1

goblin cutter = C human guard = G
goblin sharpshooter = S



ENCOUNTER 5: TO ARMS!

ENCOUNTER LEVEL 2/4 (574/850 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 bugbear wardancer (W)
- 4 human rabble (R)
- 2 goblin acolytes of Maglubiyet (A)

This encounter includes the following creatures at the high tier:

- 1 bugbear wardancer (level 8) (W)
- 4 human rabble (level 5) (R)
- 2 goblin acolytes of Maglubiyet (level 3) (A)

The PCs have entered the hideout, and their intrusion has been discovered. The Crimson Wolves rush to meet them, bringing in bugbear muscle to drive them out.

As the adventurers enter the area, read:

It isn't long before the outlaws are aware of your presence. Shouts of alarm rise up throughout the camp, and soon you hear the heavy footfalls of armed thugs coming your way. A particularly large and imposing bugbear, wearing a torn flag of Cormyr as a loincloth, thunders into the area, and [your knightly patron] is quick to respond. Leveling [his/her] sword at the creature in challenge, [Oris/Cora] calls to you, "Do what you will with the others, but this one is mine alone. For Cormyr!"

If the PCs snuck in through the back and managed to defeat the goblins in Encounter 4a quickly and without letting any escape, only the human rabble are in the area when the PCs arrive. The bugbear wardancer and the two goblin acolytes of Maglubiyet arrive at the beginning of the second round of combat, entering through the area marked with an X on the map.

Otherwise, the bugbear and one of the goblin acolytes are already present when the PCs arrive, in their indicated starting positions, and the second goblin acolyte arrives at the beginning of the second round of combat.

FEATURES OF THE AREA

Illumination: The area has bright illumination during the day. If the PCs attack at night, the illumination is dim (moonlight) instead.

Well: Any Medium or smaller creature moved onto a square occupied by the well via a push, pull, or slide must make a saving throw to avoid falling in. The well is 20 feet deep, but the water is deep enough that any creature falling in does not take damage from the fall. An Athletics check DC 10 is required to stay afloat each round in the water. A creature in the water can use the well's rope to climb out; this requires an Athletics check DC 5.

Pillar: At the center of the Crimson Wolves' hideout is a stout wooden pillar. It blocks line of sight and line of effect, and is blocking terrain. Nailed to it is a piece of paper detailing the rules by which Mallor expects the outlaws to abide; if the PCs choose to read it, show them **Handout: The Crimson Wolves' Charter**.

From it, the PCs can surmise that Mallor still has some sense of honor, despite his lawlessness. Inform the players of this fact with a successful DC 13 Insight check if, upon reading the document, the players do not reach that conclusion on their own. This gives the PCs an advantage in negotiating with Mallor in the next encounter.

TACTICS

The human rabble stay as far away from the bugbear as possible – they know it is as dangerous to them as it is to the PCs. They gang up on a single PC as best they can, avoiding the tougher-looking PCs when possible.

The bugbear wardancer rushes into the thick of battle, using *flail dance* at every opportunity. It waits to use *flail assault* until it can hit as many PCs as possible, and uses it regardless of whether any of its allies would also be hit. On its first turn after becoming bloodied, it uses *flail barrier* to protect itself.

The goblin acolyte of Maglubiyet uses *Maglubiyet's fists* and *hand of Maglubiyet* at every opportunity, sliding the PCs into position for the bugbear wardancer to attack them or for the human rabble to flank them. If a PC gets into melee range, the acolyte uses *slashing shroud* and/or *goblin tactics* to make its escape.

The battle between the knight and his/her bugbear mark moves around a corner outside of the battle map, and has no effect on the PCs' efforts. (This is not the same bugbear that the PCs are fighting, so there is no conflict between the knight and the NPCs about who is attacking which bugbear.)

The enemies here fight to the death, with the exception of the goblin acolyte of Maglubiyet. If it is bloodied and is the only enemy still alive, the cowardly creature surrenders immediately, fleeing at the first opportunity.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove the goblin acolyte of Maglubiyet.

Six PCs: Add another goblin acolyte of Maglubiyet.

ENDING THE ENCOUNTER

As the PCs dispatch the last of the outlaws here, [Oris/Cora] appears leading a group of purple-clad prisoners who quickly arm themselves - it's the other knight's retinue! If the PCs interacted with any of the other applicants during Encounter 1, those people are in the group of released prisoners.

Read or paraphrase the following:

“They say Mallor is in a fancy cabin that way, and he has captured [whichever knight was not chosen].” There is a shout from across the camp, and your patron turns as more outlaws charge into the area. The knight assesses the situation and quickly makes a decision. “You go after Mallor. We’ll hold the rest off here. For Cormyr!”

The knight has given the PCs an opportunity; they are alone now, and may proceed to confront Tormos Mallor, taking a short rest if they so desire. Proceed to **Encounter 6: Stained Honor**.

EXPERIENCE POINTS

The PCs receive 115/170 XP for defeating the outlaws in this area.

TREASURE

Hanging on a peg driven into the pillar is a suit of *razor armor* +1. It is in plain sight.

ENCOUNTER 5: TO ARMS! STATISTICS (LOW LEVEL)

Bugbear Wardancer		Level 6 Skirmisher
Medium natural humanoid, goblin		XP 250
Initiative +9 Senses Perception +5; low-light vision		
HP 70; Bloodied 35		
AC 20; Fortitude 18, Reflex 19, Will 18		
Speed 7		
m Flail Dance (standard; at-will) ♦ Weapon		
+9 vs. Fortitude; 2d6 + 4 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square.		
C Flail Barrier (standard; recharge 5, 6) ♦ Weapon		
Close burst 2; targets enemies; no attack roll; 5 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn.		
C Flail Assault (standard; encounter) ♦ Weapon		
Close burst 2; +9 vs. Reflex; 2d6 damage, and the target is pushed 2 squares and knocked prone.		
Combat Advantage		
A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Evil		Languages Common, Goblin
Str 16 (+6)	Dex 19 (+7)	Wis 14 (+5)
Con 14 (+5)	Int 11(+3)	Cha 6 (+6)
Equipment hide armor, heavy flail		

Human Rabble		Level 2 Minion
Medium natural humanoid		XP 31
Initiative +1 Senses Perception +1		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
Mob Rule		
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.		
Alignment Evil		Languages Common
Str 14 (+3)	Dex 10 (+1)	Wis 10 (+1)
Con 12(+2)	Int 9 (+0)	Cha 11 (+1)
Equipment club		

Goblin Acolyte of Maglubiyet		Level 1 Controller
Small natural humanoid, goblin		XP 100
Initiative +0 Senses Perception +3; low-light vision		
Life Scourge aura 2; each creature within the aura cannot regain hit points.		
HP 29; Bloodied 14		
AC 15; Fortitude 12, Reflex 12, Will 14		
Speed 6		
m Slashing Shroud (standard; at-will) ♦ Illusion, Weapon		
+6 vs. AC; 1d10 + 3 damage, and the goblin acolyte of Maglubiyet becomes invisible to the target until the end of the acolyte's next turn.		
R Hand of Maglubiyet (standard; at-will) ♦ Force		
Ranged 10; +5 vs. Fortitude; 1d6 + 5 force damage, and the goblin acolyte of Maglubiyet chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.		
R Maglubiyet's Fists (standard; recharge 5, 6)		
The goblin acolyte of Maglybiyet makes two <i>hand of Maglubiyet</i> attacks, each against a different target.		
Goblin Tactics (immediate reaction, when the goblin acolyte of Maglubiyet is missed by a melee attack; at-will)		
The acolyte shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Diplomacy +6, Intimidate +6		
Str 11 (+0)	Dex 10 (+0)	Wis 16 (+3)
Con 13 (+1)	Int 13 (+1)	Cha 13 (+1)
Equipment battleaxe		

ENCOUNTER 5: TO ARMS! STATISTICS (HIGH LEVEL)

Bugbear Wardancer (level 8)		Level 8 Skirmisher
Medium natural humanoid, goblin		XP 350
Initiative +10 Senses Perception +6; low-light vision		
HP 87; Bloodied 43		
AC 22; Fortitude 20, Reflex 21, Will 20		
Speed 7		
m Flail Dance (standard; at-will) ♦ Weapon		
+11 vs. Fortitude; 2d6 + 5 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square.		
C Flail Barrier (standard; recharge 5, 6) ♦ Weapon		
Close burst 2; targets enemies; no attack roll; 6 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn.		
C Flail Assault (standard; encounter) ♦ Weapon		
Close burst 2; +11 vs. Reflex; 2d8 damage, and the target is pushed 2 squares and knocked prone.		
Combat Advantage		
A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.		
Alignment Evil		Languages Common, Goblin
Str 16 (+7)	Dex 19 (+8)	Wis 14 (+6)
Con 14 (+6)	Int 11(+4)	Cha 6 (+7)
Equipment hide armor, heavy flail		

Human Rabble (level 5)		Level 5 Minion
Medium natural humanoid		XP 50
Initiative +2 Senses Perception +2		
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 16, Reflex 14, Will 14; see also mob rule		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+9 vs. AC; 5 damage.		
Mob Rule		
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.		
Alignment Evil		Languages Common
Str 14 (+4)	Dex 10 (+2)	Wis 10 (+2)
Con 12(+3)	Int 9 (+1)	Cha 11 (+2)
Equipment club		

Goblin Acolyte of Maglubiyet (level 3)		Level 3 Controller
Small natural humanoid, goblin		XP 150
Initiative +1 Senses Perception +4; low-light vision		
Life Scourge aura 2; each creature within the aura cannot regain hit points.		
HP 29; Bloodied 14		
AC 17; Fortitude 14, Reflex 14, Will 16		
Speed 6		
m Slashing Shroud (standard; at-will) ♦ Illusion, Weapon		
+8 vs. AC; 1d10 + 4 damage, and the goblin acolyte of Maglubiyet becomes invisible to the target until the end of the acolyte's next turn.		
R Hand of Maglubiyet (standard; at-will) ♦ Force		
Ranged 10; +7 vs. Fortitude; 1d6 + 6 force damage, and the goblin acolyte of Maglubiyet chooses either to slide the target 3 squares or to immobilize the target until the end of the acolyte's next turn.		
R Maglubiyet's Fists (standard; recharge 5, 6)		
The goblin acolyte of Maglybiyet makes two hand of Maglubiyet attacks, each against a different target.		
Goblin Tactics (immediate reaction, when the goblin acolyte of Maglubiyet is missed by a melee attack; at-will)		
The acolyte shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Diplomacy +7, Intimidate +7		
Str 11 (+1)	Dex 10 (+1)	Wis 16 (+4)
Con 13 (+2)	Int 13 (+2)	Cha 13 (+2)
Equipment battleaxe		

ENCOUNTER 5: TO ARMS! MAP

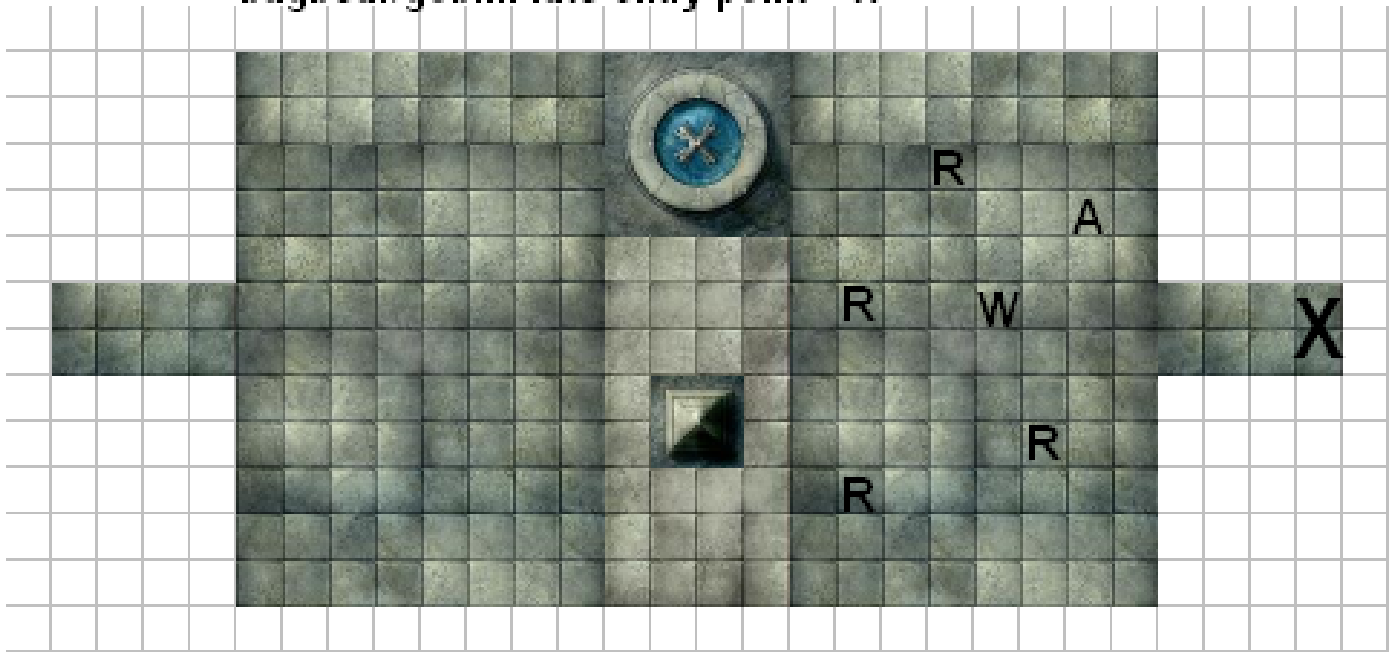
TILE SETS NEEDED

Dungeon Tiles x1

human rabble = R bugbear wardancer = W

goblin acolyte of Maglubiyet = A

bugbear/goblin late entry point = X



ENCOUNTER 6: STAINED HONOR

ENCOUNTER LEVEL 3/4 (725/925 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 human mage (level 5) (Tormos Mallor) (T)
- 2 hobgoblin soldiers (S)
- 6 hobgoblin grunts (G)

This encounter includes the following creatures at the high tier:

- 1 human mage (level 7) (Tormos Mallor) (T)
- 2 hobgoblin soldiers (level 5) (S)
- 6 hobgoblin grunts (G)

Mallor remains in his large personal cabin with his hobgoblin bodyguards. [Oris/Cora]'s holding action gives the PCs the freedom to confront the Crimson Wolves' leader. Mallor, however, has an ace up his sleeve: The other knight has been taken captive, and Mallor intends to use the prisoner's life to bargain for his freedom.

As the adventurers enter the area, read:

An illusionary image of a hawkish man in wizard's robes appears in the air before you. "I am Tormos Mallor, and I call for honorable parley in my cabin," he says, pointing to a well-built cabin. "I have a Cormyrian knight as my prisoner and my troops are eager for blood. I will not wait long for your decision."

Mallor does not want to kill a knight of Cormyr, but believes that his death is certain if captured. As such, he uses the knight's life as a bargaining chip.

At Mallor's feet lies [Oris/Cora], apparently unconscious. The wizard smiles grimly, though he does not look happy about the situation. "Thank you for accepting my invitation for a parley. So, shall we chat, or shall we fight?"

When the PCs enter the cabin, a skill challenge begins (so long as they do not burst in and start swinging, of course). Although Mallor wants to negotiate an escape, and is willing to trade his prisoner for his own escape, the hobgoblins are not stupid. They know that any deal Mallor makes for himself is unlikely to include safe passage for them as well. Therefore, the hobgoblins attack at the slightest provocation. If the PCs

demonstrate any hostility, proceed directly to combat, but Mallor can still be persuaded to lay down his arms. Allow the PCs to attempt the skill challenge during the battle. This should make for a fun scene with the PCs and Mallor shouting their points and counterpoints back and forth across the fray).

The fight becomes a lot easier once Mallor is out of it, so it is probably best to approach this encounter from the standpoint that the PCs will need to conduct the skill challenge (if they are so inclined) while fighting. Once Mallor has been persuaded to lay down his arms, however, he stops fighting immediately and honors the agreement.

SKILL CHALLENGE: PARLEY

Goal: The PCs negotiate with Mallor to convince him to stand down.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, History

Other Skills: Arcana, Insight, Intimidate

Victory: Tormos remembers his oath of fealty and submits himself to the king's justice. The hobgoblins, however, refuse to surrender and attack the PCs.

Defeat: Tormos refuses to surrender, and he orders his guards to attack, joining in the fight himself.

The Charter: If the PCs bring up an element of the Crimson Wolves' Charter as part of a skill check and are able to tie it to the point they are trying to make, they get a +2 bonus to the corresponding skill check. Mallor is honorable and cannot help but acknowledge when his own words are correctly used against him.

On his or her turn during combat, a character may attempt one of the following skill checks as a minor action (no more than one check per turn).

Arcana DC 17/18 (trained only; not a success or failure)

The PC impresses Mallor with his magical knowledge. This PC gets a +2 bonus to all his or her skill checks to interact with the war wizard for the rest of the encounter. Only one PC may earn this bonus.

Bluff DC 12/13 (1 success, 4 maximum)

The PC employs fast-talk, half-truths and outright lies to convince Mallor that his best and only option is to surrender.

Diplomacy DC 12/13 (1 success, 4 maximum)

The PC makes an appeal to Tormos's sense of honor, his duty to the Crown or some other high ideal.

History DC 17/18 (1 success, 4 maximum)

The PC brings up one of Mallor's deeds in service to the War Wizards, or references the proud history of Cormyr in order to sway him.

Insight DC 7/8 (not a success or failure)

The PC realizes how conflicted Tormos is, and his hesitance to kill a knight. That PC receives a +2 bonus to his next roll to interact with the wizard. Each PC may only receive this bonus once.

Intimidate (DC 17/18) (1 success, 1 maximum)

The PCs have little leverage to intimidate Mallor. He thinks it's only a matter of time before his men overwhelm the newly freed troops, but his certainty can be shaken. The PCs cannot win the skill challenge by relying solely on this skill, but they can make some progress.

FEATURES OF THE AREA

Illumination: The cabin is well-lit. This area has bright illumination.

Bookshelves: The bookshelves are blocking terrain. If either bookshelf is hit with an area attack, the books cascade to the floor; all squares adjacent to the shelves become difficult terrain for the rest of the encounter.

Pillars: The pillars are blocking terrain, and provide cover.

TACTICS

In combat Tormos Mallor begins with *dancing lightning*. He avoids close combat, relying on the hobgoblins to protect him. He waits until a group of PCs are grouped together to use *thunder burst*, avoiding his hobgoblin allies.

Even if Tormos surrenders, he does not join in the fight on the PCs' side; he has never attacked a subordinate - as a war wizard or a Crimson Wolf - and he does not intend to start now. The hobgoblins do not surrender regardless of what their leader does. He may very well become a hindrance to any PCs wishing to use area of effect spells on nearby hobgoblins.

The hobgoblins split into two groups, each consisting of a soldier and three grunts. These groups stick together as best they can to take advantage of *phalanx soldier* and *formation strike*. The groups attempt to merge into a single unit if either of them is reduced to two or fewer hobgoblins.

Neither the hobgoblins nor Tormos Mallor attack the unconscious knight - the wizard because he does not want to kill him/her, and the hobgoblins because they

know they can get a better ransom for a live knight than a dead one. Neither enemy has any problems with killing the PCs, however, and fight to the death.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one hobgoblin soldier.

Six PCs: Add another hobgoblin soldier.

ENDING THE ENCOUNTER

Once the hobgoblins are defeated (and, if necessary, Mallor) the errantry is completed and the group can return to Suzail in triumph. Without their leaders to rally them, the remaining outlaws have either surrendered to Oris' clever strategy or been routed by Cora's bravery.

EXPERIENCE POINTS

The PCs receive 145/185 XP for capturing or killing Tormos Mallor and defeating his hobgoblin bodyguards. The PCs earn the same XP award regardless of whether they persuade him to stand down via the skill challenge or reduce him to 0 hit points in combat.

TREASURE

One of the bookshelves holds a ritual book containing the Silence ritual. It can be noticed with a DC 14/15 Perception check (to notice the valuable-looking leather-bound tome) or a DC 13/14 Arcana check (to recognize that there are arcane markings on the spine).

Also on the shelves is a stack of coins totaling 10/12 gp per PC, in plain sight.

CONCLUDING THE ADVENTURE

If the group returns to Suzail victorious, they are well-received by nobility and commoner alike. Their knightly patron is given a grant of land where the Crimson Wolves made their hideout. The PCs are the first to hear about it. Read or paraphrase the following:

“It seems the outlaws’ territory is to become the foundation of my own holding,” your newly-landed patron smiles, “though I confess this would not be happening were it not for your aid. Those Crimson Wolves were no easy foe!”

[Oris/Cora] hands you a parcel, saying “Take this as a token of my gratitude, and know that you will always have a friend in [Oris Grenfell/Cora Inyn].”

The parcel contains the PCs’ promised payment (60/80 gp) less any advance, and an *ornament of alertness +1* engraved with the heraldry of Cormyr and the knight who served as the PCs’ patron.

Additionally, the parcel contains a *resounding weapon +1* at the low tier or a *weapon of great opportunity +1* at the high tier.

For the successful completion of the errantry, the PCs receive 25/35 XP each as a minor quest reward. Each PC also receives either the CORM14 **Favor of Oris Grenfell** or the CORM15 **Favor of Cora Inyn** story award, depending on which knight they accompanied.

If the PCs convinced Tormos Mallor to submit to the king’s justice, they also receive the story award CORM16 **War Wizards’ Gratitude**.

Assuming he or she was not killed in the final battle, the knight the PCs did not choose to accompany ends up back in Suzail, training for the next chance at an errantry. This NPC could make a good hook for a My Realms adventure of your devising, should your players wish to continue their adventures in Cormyr and the surrounding lands.

ENCOUNTER 6: STAINED HONOR STATISTICS (LOW LEVEL)

Human Mage (level 5)	Level 5 Artillery (Leader)
Medium natural humanoid	XP 200
Initiative +4 Senses Perception +5	
HP 48; Bloodied 24	
AC 18; Fortitude 14, Reflex 15, Will 16	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d8 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +8 vs. Reflex; 2d4 + 4 force damage	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets: ranged 10; +8 vs. Reflex; 1d6 + 4 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).	
Alignment Unaligned	Languages Common
Skills Arcana +11	
Str 10 (+2) Dex 14 (+4) Wis 17 (+5)	
Con 12 (+3) Int 18(+6) Cha 12 (+3)	
Equipment robes, quarterstaff, wand	

Hobgoblin Grunt	Level 3 Minion
Medium natural humanoid	XP 38
Initiative +4 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 17 (19 with <i>phalanx soldier</i>); Fortitude 15, Reflex 13, Will 12	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 5 damage.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)	
The hobgoblin grunt makes a saving throw against the triggering effect.	
Phalanx Soldier	
The hobgoblin grunt gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +6, History +2	
Str 18 (+4) Dex 14 (+2) Wis 13 (+1)	
Con 15(+2) Int 10(+0) Cha 9 (-1)	
Equipment leather armor, light shield, longsword	

Hobgoblin Soldier	Level 3 Soldier
Medium natural humanoid	XP 150
Initiative +7 Senses Perception +3; low-light vision	
HP 47; Bloodied 23	
AC 20 (22 with <i>phalanx soldier</i>); Fortitude 18, Reflex 16, Will 16	
Speed 5	
m Flail (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.	
M Formation Strike (standard; at-will) ♦ Weapon	
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)	
The hobgoblin soldier makes a saving throw against the triggering effect.	
Phalanx Soldier	
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Diplomacy +10, Intimidate +8	
Str 19 (+5) Dex 14 (+3) Wis 14 (+3)	
Con 15 (+3) Int 11 (+1) Cha 10 (-1)	
Equipment scale armor, heavy shield, flail	

ENCOUNTER 6: STAINED HONOR STATISTICS (HIGH LEVEL)

Human Mage (level 7)	Level 7 Artillery (Leader)
Medium natural humanoid	XP 300
Initiative +5 Senses Perception +6	
HP 60; Bloodied 30	
AC 20; Fortitude 16, Reflex 17, Will 18	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 + 1 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +10 vs. Reflex; 2d4 + 5 force damage	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets: ranged 10; +10 vs. Reflex; 1d8 + 5 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +10 vs. Fortitude; 1d10 + 5 thunder damage, and the target is dazed (save ends).	
Alignment Unaligned Languages Common	
Skills Arcana +12	
Str 10 (+3) Dex 14 (+5) Wis 17 (+6)	
Con 12 (+4) Int 18(+7) Cha 12 (+4)	
Equipment robes, quarterstaff, wand	

Hobgoblin Grunt	Level 3 Minion
Medium natural humanoid	XP 38
Initiative +4 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 17 (19 with <i>phalanx soldier</i>); Fortitude 15, Reflex 13, Will 12	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 5 damage.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)	
The hobgoblin grunt makes a saving throw against the triggering effect.	
Phalanx Soldier	
The hobgoblin grunt gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil Languages Common, Goblin	
Skills Athletics +6, History +2	
Str 18 (+4) Dex 14 (+2) Wis 13 (+1)	
Con 15(+2) Int 10(+0) Cha 9 (-1)	
Equipment leather armor, light shield, longsword	

Hobgoblin Soldier (level 5)	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +8 Senses Perception +4; low-light vision	
HP 63; Bloodied 31	
AC 22 (24 with <i>phalanx soldier</i>); Fortitude 20, Reflex 18, Will 18	
Speed 5	
m Flail (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 5 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.	
M Formation Strike (standard; at-will) ♦ Weapon	
Requires flail; +9 vs. AC; 1d10 + 5 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)	
The hobgoblin soldier makes a saving throw against the triggering effect.	
Phalanx Soldier	
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil Languages Common, Goblin	
Skills Diplomacy +11, Intimidate +9	
Str 19 (+6) Dex 14 (+4) Wis 14 (+4)	
Con 15 (+4) Int 11 (+2) Cha 10 (+0)	
Equipment scale armor, heavy shield, flail	

ENCOUNTER 6: STAINED HONOR MAP

TILE SETS NEEDED

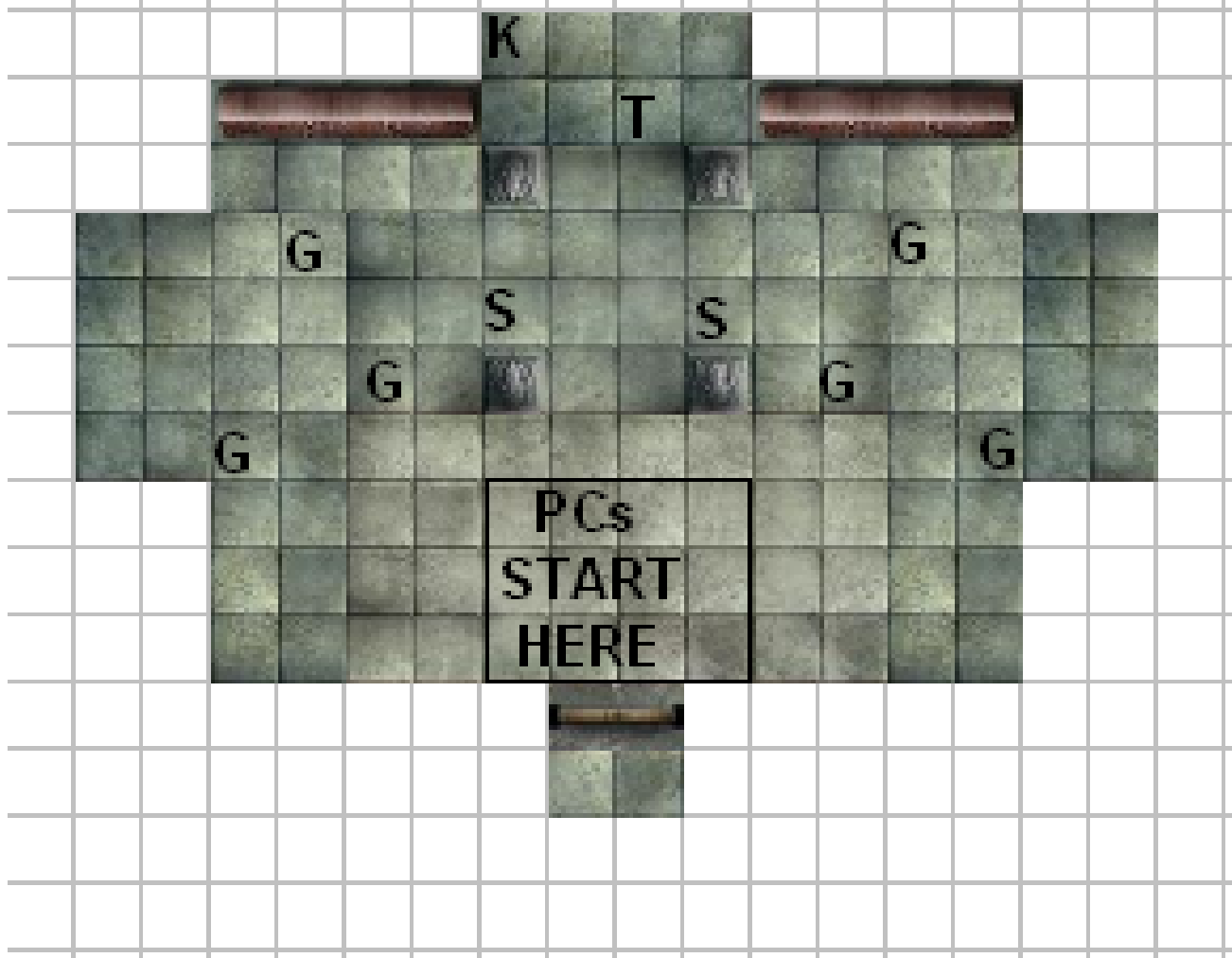
Arcane Corridors x1

Tormos Mallor = T

unconscious knight = K

hobgoblin soldier = S

hobgoblin grunt = G



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 3: Walled Out

20/30 XP

Encounter 4: The Cunning Plan / Breakthrough

95/140 XP

Encounter 5: To Arms!

115/170 XP

Encounter 6: Stained Honor

145/185 XP

Minor Quest: Apprehend Tormos Mallor

25/35 XP

Total Possible Experience

400/560 XP

Gold per PC

75 / 100 gp

(Encounter 4: 5 / 8 gp, Encounter 6: 70 / 92 gp.)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *resounding weapon +1* (low-level version only) (level 2; *Player's Handbook*)

Found in Encounter 6

Bundle B: *+1 symbol of hope* (level 3; *Player's Handbook*)

Found in Encounter 4

Bundle C: *ornament of alertness +1* (level 3; *Adventurer's Vault*)

Found in Encounter 6

Bundle D: *razor armor +1* (level 2; *Player's Handbook*)

Found in Encounter 5

Bundle E: *weapon of great opportunity +1* (high-level version only) (level 5; *Adventurer's Vault 2*)

Found in Encounter 6

Bundle F: Ritual book containing the Silence ritual (level 1; *Player's Handbook*)

Found in Encounter 6

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure.

That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. The PCs may not get both **Favor** story awards.

CORM14 Favor of Oris Grenfell

You have earned the friendship of Oris Grenfell, a knight of Cormyr. You can rely on the aid of this cunning tactician in the future.

CORM15 Favor of Cora Inyn

You have earned the friendship of Cora Inyn, a knight of Cormyr. You can rely on the aid of this impetuous, but loyal, firebrand in the future.

CORM16 War Wizards' Gratitude

You have given Tormos Mallor, a former War Wizard, a chance to redeem himself by honorably standing trial for his crimes. The War Wizards of Cormyr have noted this service to their reputation, and look favorably upon you.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Which knight did the PCs accompany?

- a. Sir Oris Grenfell.
- b. Lady Cora Inyn.

2. What was the fate of Tormos Mallor?

- a. He submitted quietly.
- b. He was subdued in combat and returned alive to stand trial.
- c. He was killed.
- d. He continues to lead the Crimson Wolves.

PLAYER HANDOUT - CRIMSON WOLVES' CHARTER

SHARES

All plunder shall be distributed in the following manner: each Wolf shall receive one share, lieutenants to Captain Mallor shall receive one-and-one-quarter share, and Captain Mallor shall receive one-and-one-half share.

PUNISHMENTS

Any Wolf caught shirking his duties or asleep on guard duty shall be put on half rations for three days.

Any Wolf who disobeys an order from Captain Mallor or one of his lieutenants shall be put on half rations and his grog stopped for a week. For the second such offense, he shall be cast out with a week's rations.

Any Wolf found to be taking more than his rightful share, or taking from the communal stores, or drawing a weapon on a fellow Wolf without issuing honorable challenge shall be cast out with a week's rations.

No Wolf shall do violence on any person who is unarmed or who has offered surrender. Any who violate this rule shall be cast out with naught but their personal belongings.

REWARDS

The Wolf who carries himself with the most valor over the course of the month shall be rewarded with the item hung above this notice.

APPENDIX: CORMYR

SUZAIL

Suzail is the capital of Cormyr and by far the largest and richest city in the nation. Merchants, adventurers and traders from across the continent spend time in the city. The city now also boasts the primary shipyards for the nation, and most of the important nobles, and the King, reside in Suzail.

STONELANDS

A rocky swath of desolation between Netheril and the Storm Horns, the area is home to many spellscarred humanoids and creatures. Since the Spellplague, Cormyr has used land grants to send adventurers and ambitious knights to carve out civilized holdings in the area.

WEATHER

The adventure takes place in the month of Tarsakh, The Claw of Storms. Spring Equinox has recently passed. The weather is warming into Spring, though the nights still remind PCs that not long ago it was Winter. Storms are frequent and the creeks swollen from mountain run off. On the sixth night of the adventure the moon is full.

For more information about Cormyr, see pages 104-107 of the *Forgotten Realms Campaign Guide*.

NEW RULES

Ornament of Alertness

Level 3

This small amulet or token is etched with an eye and sharpens your senses.

Lvl 3 +1 (680 gp)

Item Slot: Neck

Enhancement: +1 Fortitude, Reflex, and Will.

Property: Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.

Reference: *Adventurer's Vault*

Weapon of Great Opportunity

Level 5

You take advantage of a foe's vulnerability to deliver a devastating strike with this weapon.

Lvl 5 +1 (1,000 gp)

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus.

Power (Encounter): Free Action. *Trigger:* You hit with an opportunity attack. *Effect:* Deal 1d8 extra damage.

Reference: *Adventurer's Vault 2*