

The Crucible of Freya

Encounter Level Chart and Experience Awards

by Clark Peterson

The gaming public has spoken! Along with all the comments praising *The Crucible of Freya*, a number of fans mentioned they would like to see a summary of the Encounter Levels to help them determine the difficulty of the module's encounters at a glance.

Though we believe the module has too many variables (particularly during the assault on the keep) to lend itself to a strict table of Encounter Levels (ELs), since it has been such a universal request, we couldn't help but prepare one. Here, then, is a summary of the ELs for the various encounters as we see them and notes on how they may be modified, as well as a list of possible individual and group experience point (XP) story awards.

Please note that you should not feel bound by this table. Learning to award experience properly is one of the most important skills for a DM to develop. To the extent these tables assist you in that goal, use them. If they don't, disregard them. Whatever you do, do not let the mechanical EL system of XP awards (the main weakness of the Third Edition, in our view) interfere with your fun and enjoyment. Remember, rules were meant to be broken!

<u>Wilderness Areas:</u>	<u>EL/XP Award</u>
Area A: Karigror's Lair	6 (this is his home turf)
Area B: Girbolg the Ettin	5 (3 if you never encounter "evil" Girbolg), 200 group XP for rescuing Ariale
Area C: Owlbear	4, -200 individual XP per good-aligned character disturbing graves near the owlbear lair
Area D: Manticores	4 for the male, 7 for the whole gang, 200 group XP for rescuing farmer from manticores

<u>The Ruined Keep:</u>	<u>EL</u>
The Back Door Tower	4
Gatehouse	0
Orcs in Courtyard	3 (for the 6 orcs)
Chapel Bell Tower	1 (sentry and scorpion)
Chapel Interior	5 (7 if Vortigern and Talon are also present and active)
Southwest Tower	5 (6 if Kren and his orcs are present also)
Northeast Tower	2
<u>Beneath the Keep:</u>	<u>EL</u>
Lower Level 1—trapdoor	1
Lower Level 2—zombies	2
Lower Level 3—Eralion	5



The Crucible of Freya: Challenge Ratings for Encounters

<u>The Adventure:</u>	<u>EL/XP Award</u>	
A Little Excitement	1, plus 10 individual XP for successful Tracking	against him, 50 individual XP for <i>identifying</i> the command words for the staff.
Arrival in Fairhill	50 group XP for good interaction with Baran	Concluding the Adventure 200 group XP for returning the <i>crucible</i> , 50 individual XP for returning the sword to Shandril as promised, 600 group XP for cleansing the above-ground portion of the keep, 75 individual XP per person involved in cleansing the lower levels of the keep, 100 group XP for cleansing the shrine to St. Cuthbert, 50 individual XP for any cleric doing so.
The Temple of Freya	25 individual XP per character who interacts well with Shandril	
Around Town	Wing it	
At the Inn	15 individual XP per good story told in character	
Alarm!	25 individual XP per character for proper interaction, volunteering, etc.	
The Chase	15 individual XP for finding orcs' trail	
Decision in the Forest	15 individual XP per successful Spot check or Search check, 100 Group XP for good interaction with Lauriel, 50 individual XP bonus for outstanding roleplaying in this scene	
Raiding Party	3, plus 50 individual XP to PC proposing an ambush	
Press On or Turn Back	200 group XP for returning with the <i>crucible</i> , 100 group XP for pressing on to the keep, 15 individual XP per successful Wilderness Lore check made getting the party to the keep	
Assault on the Keep	As detailed for the particular areas above. You can reduce the EL for the various areas of the keep by 1 if the orcs are drunk or not alert. 100 group XP for good planning, 25 individual XP for scaling walls, 50 individual XP for sneaking by watch fires, 25 individual XP for calling on St. Cuthbert and receiving his aid.	
Eralion	50 individual XP for deciding to use Eralion's staff	

XP Summary: Presuming your PCs run through the adventure in part two of the module and defeat the orcs in the Ruined Keep, they would have had the following encounters: A Little Excitement Ambush (3 orcs at 1/2 CR each = 450 XP), Raiding Party (Kren is CR 1 and 6 orcs at CR 1/2 = 300 + 900 = 1200), Green Slime (1350 XP if "defeated"), Orc Palisade Guards (6 orcs at 1/2 CR = 900 XP), Sentry in the Bell Tower (orc sentry at CR 1/2 = 150 XP), Tavik and Orcs in the Chapel (Tavik is CR 4, then 4 orcs at CR 1/2, plus an orc sentry = 1350 + 600 + 150 = 2100 XP), Grosh the Ogre, the Orc Captain and his Orcs (Grosh is CR 2, Nagrod is CR 2, then 8 orcs at CR 1/2 = 600 + 600 + 1200 = 2400 XP), Spiders (1200 XP), plus 200 group XP for returning the *crucible* to Shandril and 600 group XP for clearing the upper portion of the keep. Together, that is a grand total of 10,550 XP. Divided by six PCs, that is about 1758 XP per PC. And that doesn't even count Eralion or all of the individual and group roleplaying awards detailed above. Don't forget to count any NPCs who help the PCs out when dividing XP.

The Crucible of Freya should provide more than enough experience to push six characters easily to second level. Which is exactly what it was designed to do. And if run as an extension of *The Wizard's Amulet*, the PCs should be third level by the time they are through with Tavik, Eralion and the Ruined Keep.

Enjoy!

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