

A Bounty on Scalps

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Matt Lau

The Bredivan freehold has just narrowly turned back an invading army of orcs and gnolls, led by a mysterious human ally. With the militia badly decimated, brave adventurers are needed to carry the battle to the Loftwood and defeat the enemy on their own ground. This scenario is the sequel to the event *Best Defense*. An adventure for characters levels 1-4.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

- **No-vote scoring:** The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
- **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or

animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

Adventure Summary and Background

DM Background: After a desperate battle with an invading army of orcs and gnolls, there is a short respite from the battle. Militia and army units, along with clerics of Trithereon, tend to the many wounded and dying. Meanwhile, in the Loftwood, Atkurn Bloodfist tries desperately to rally the retreating humanoids and marshal his forces before any Ratik forces pursue them into the forest. Then he plans to assess his chances of a renewed assault on the construction site of Fort Bredivan.

Adventure Synopsis: The battered and wounded Ratik forces measure their losses and begin clearing the battlefield. A single remaining gnoll scout lies hidden near the edge of the Loftwood, remaining behind waiting for an opportunity to flee. In a moment of evil weakness, he fires an arrow at a young girl who is helping tend the wounded. It turns out that the girl is Lord Bredivan's daughter, Kitavia. Enraged by this act, Lord Bredivan announces effective immediately a bounty on the scalps of the enemies of the freehold of House Bredivan. He will pay 5 gold pieces for each orc and 10 gold pieces for each gnoll that is killed.

Several commoners armed with farm implements gather near the fort discussing plans to go hunting, and unless they are dissuaded will most likely march to their deaths. A clearer-thinking officer from Ratik's army will offer some advice to the adventurers.

The first evidence of gnolls is an abandoned camp where a battle took place. There are several clues here and obvious sets of gnoll tracks heading away. This group can be overtaken in a short time and dispatched without too much trouble as they are wounded. Also, a clue will arrive from a mysterious benefactor in the woods, showing the PCs the location of the gnolls' main camp. Should they follow the instructions on the map, they will be able to stage an ambush from a superior tactical position and overcome the much larger band.

This adventure takes place right after the mass battle with the orc and gnoll army in the scenario *Best Defense*. The players as of yet have not had time to rest or recover spells.

Encounter One

The battle has ended. The fields of House Bredivan are awash with blood—that of the orc and gnoll invaders as well as that of the warriors who fell in its defense. Common men and women cautiously pick their way through the battlefield

searching for survivors and dragging the dead toward what will soon be a mass funeral pyre. The human and gnome clerics work swiftly, binding wounds and applying salves. Warriors pace purposefully across the battlefield, claiming weapons from the fallen and solemnly slaying the occasional enemy still clinging to life. Meanwhile, Lord Bredivan stands amidst his officers in heated discussion.

Those looting the battlefield: Make a Search check to determine what can be salvaged from the field:

Target	Find
DC 10	javelin
DC 12	shortspear
DC 14	dagger
DC 16	morningstar
DC 18	battleaxe
DC 20+	longsword

Soldiers have already plundered much of the equipment.

Those who approach Lord Bredivan's group observe the following:

- Gurden, one of the rangers responsible for patrolling the south border, advises Bredivan against any sort of pursuit into the Loftwood. "Right now we are too vulnerable—we need every militia and army regular to stay here in case of another attack."
- A gnome artilleryman continues to interrupt asking where the catapults should be deployed in preparation for another attack.
- The high priest of Trithereon is attempting to bind a wound on Lord Bredivan's shoulder but keeps getting shrugged off.
- Captain Grissom, the army captain from Ratikhill, wants an estimate on the size and strength of the humanoid forces in the Loftwood along with a history of their attacks.
- Lord Bredivan appears distracted and responds curtly to those addressing him (he's trying to organize his subjects, but he's looking for his daughter, Kitavia).

For those healing the wounded: There are two dying NPCs for every PC (roll 1d6 for number of hit points below zero each one is currently at). The PCs hopefully will be able to revive or stabilize them. Also, Kitavia is in this area, helping with the wounded. Once the PCs have an opportunity to exhaust their healing spells and healer kits, continue with the following text for those who are in this section only (everyone else would be too far away to be able to help).

A young girl in a bloodstained cotton dress tends to the wounded and dying alongside you. She kneels beside an unconscious soldier and opens her satchel, withdrawing a bright red berry. Squeezing the juice from the berry into the lips of the injured man, she smiles as his eyes flutter open uncertainly. She brushes aside a lock of her long, brown hair and he smiles back weakly. Suddenly, her body spasms and she collapses forward with an arrow buried in her back. A single

gnoll archer flees into the woods from the edge of the battlefield.

Kitavia is at -4 HP. If the PCs are so inept that they cannot make a Heal check, then remind them that she pulled a goodberry from her satchel (before she reaches -9 HP). There are still two goodberries on her. The PCs may chase down the gnoll if they wish.

Gnoll (1): CR 1; Medium-Size Humanoid (7 ft. tall), HD 2d8+2; hp 11; Init +0; Spd 20'; AC 14 (+1 natural, +3 hide); Atks +3 melee (1d8+2 [crit x3], battleaxe), or +1 ranged (1d6 [crit x3], shortbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3; *Feats:* Power Attack.

Equipment: hide armor, shortbow, quiver with 12 arrows, dagger.

Once Kitavia has been stabilized and the gnoll either has been dispatched or has fled into the woods read the following:

"Kitavia!" Lord Bredivan's impassioned cry drowns out the miscellaneous sounds of the people on the battlefield. He runs with abandon toward his daughter, collapsing to his knees beside her.

To the PC(s) who saved her:

Lord Bredivan looks at you. The steel hard visage of the battlefield commander melts away into a face that is pleading yet noble. "She is my world," he says "I thank you."

He gently lifts his daughter, as a squire approaches leading Bredivan's warhorse. He easily vaults into the saddle despite the burden of his armor and carrying Kitavia. "Captain, maintain a vigil. None of our forces enter the Loftwood until I return." The warhorse spins about and thunders away at a full gallop.

There is really nothing further for the characters to do here—except possibly rest until morning so that they can recover their spells. The militia will begin raising large pavilion tents and organize a watch for the night. Should the PCs insist on going into the Loftwood continue on to encounter three.

Encounter Two

The following morning, the rising sun reveals the horrific aftermath of the battle. The charnel smell permeates the air and black ashes from the pyre flutter about, soiling everything. Crows pick their way through the trampled grass looking for scraps of carrion left behind. The human clerics of Trithereon and the gnomes worshipping Garl Glittergold rise from their sleep and begin praying to their respective deities—so that they may once again administer to the wounded.

It is still early morning when the sound of horses approach from the north. Lord Bredivan rides purposefully back into the Ratikkan camp along with an aide and an armored soldier. Kitavia sits in front of her father wearing an unsoiled dress and looking around impassively. Everyone at the camp stops their activities to observe their Lord as he draws in a deep breath.

"Attention all subjects of these lands! I will not endanger you by leaving this border undefended. I will not lead the militia on a counterattack into the Loftwood despite my desire to seek vengeance. But neither will I allow such an attack to go unanswered. So I decree that from this day forth my house will pay a bounty on the scalps of all enemies of the Bredivan freehold. Five gold crowns for every slain orc and ten for every gnoll!"

There is silence for a moment then Lord Bredivan spurs his mount away leaving the crowd murmuring with excitement.

Give the players time to consider the announcement. The crowd will disperse as peasants go rushing off toward their homes. Captain Grissom will approach the PCs in a last ditch attempt to organize them.

He will tell them:

- The orcs and gnolls retreated so hastily that they are probably scattered badly right now. If you plan to pursue them, you had best do it quickly before they have an opportunity to regroup.
- A large force would be too noticeable and move too slowly. It would be best to break into smaller groups of five or six people.
- If possible, gather any information you can about the human cleric leading the enemies.

At this point the PCs should break into individual tables to continue the adventure.

Encounter Two (A)

The crimson hue of the sunrise begins to melt away into a bright yellow sun. As your group prepares to venture into the Loftwood you notice a large group of commoners armed with farming implements gathering near the edge of the fortress.

Greed has taken hold of this group and they will no doubt march to their deaths unless they are dissuaded by the PCs. Encourage the players to role-play this encounter rather than defaulting to a skill check. The commoners will argue that a single gnoll scalp will earn them enough in one day to support their families for many months. They will accuse the PCs of wanting to collect the bounties only for themselves. A Diplomacy check (DC 15) along with some sound reasoning and a decent speech will be sufficient to break the resolve of the mob

Encounter Two (B)

This encounter is only for the group whose PCs saved Kitavia's life.

As you finally prepare to enter the forest, you are halted by an authoritative voice. Sir Barret, approaches your group calling out "One moment please." He is followed by Kitavia, flanked by militia soldiers each carrying a wall shield. "The young lady Bredivan wants a word with you."

Kitavia will give a kiss on the cheek to the character who saved her. At the end of the adventure, that character will receive the Gift of the Woods. This is a unique blessing.

Encounter Three

There are numerous sets of obvious tracks leading into the woods. After one to three hours of searching, the PCs should arrive at this encounter.

By following the most obvious sets of tracks you eventually arrive at a clearing that looks as if it was a recent campsite. You notice bodies of several humanoids sprawled in the dirt. Five orcs and two gnolls lie here, their bodies pierced with multiple arrows. There are a score of bedrolls and sacks that are tossed about haphazardly.

Obviously there was a battle here. The following clues can be obtained from a search of the area.

Tracking:

Search or Wilderness Lore and the Track feat (DC 10). The majority of the tracks show that a group of humanoids left this area and traveled southwest. A smaller group left to the southeast.

Aside from the arrows, there are no weapons or valuables at the site.

Examining the arrows:

Craft: Bowmaking (DC 12). The arrows found in the bodies are of a greater workmanship than those used by orcs and gnolls. If the PC making the check is an elf he can determine that sylvan elves use a similar style of fletching on their arrows.

Examining the bodies:

Heal check (DC 10) shows that in addition to the arrow wounds several of the slain were killed by sword and dagger wounds.

Following the tracks:

The large group can be followed with two successful Search checks (DC 10) and will lead to Encounter 3A. Following the smaller group is more difficult and will require someone with the Track feat and a Wilderness Lore check (DC 15). The creatures that made these tracks, however, were smaller than orcs and gnolls with shod feet. The trail will be lost several hundred yards away in a deep bog.

Upon returning to this campsite after following either set of tracks, go to Encounter 3B.

Encounter Three (A)

The tracks prove easy enough to follow. They seem to crash through the forest growth leaving a virtual trench of footfalls.

Allow the PCs to make a Spot check (DC 12) between Search checks. They will discover an orc body tossed along the side of the path. He has two arrows lodged in his thigh (remaining from the battle at the campsite) and his throat sports a gaping wound. A Heal or Wilderness Lore check (DC 12) will determine it was ripped open by fangs (one of the surviving gnolls killed him because he was slowing down the pace).

Once the PCs resume following the trail, have everyone make a Listen check (DC 15) after traveling another hundred yards.

Success means that the PC hears low guttural growls mixed in with menacing grunts and snarls up ahead. There is a 20' by 30' clearing ahead, where the orcs and gnolls are having an argument (regarding the slain orc that was abandoned earlier). Should someone happen to speak either orc or gnoll they can make out some words.

Orc: **"Clan Bloodfist does not abandon their own, Dogface!"**

Gnoll: **"Clan Flesh Eater does not associate with weaklings, Pig face!"**

A Spot check (DC 10) will reveal that this entire group is wounded. If the PCs choose to attack from surprise, have all of those approaching make a Move Silently check (DC 10 if before the battle, or DC 13 after the battle). The PCs gain a surprise round only if everyone succeeds at the check, otherwise roll initiative normally.

If the Listen check fails, then the PCs stumble right into the midst of the argument and the orcs and gnolls will put aside their differences for the time being. Roll initiative normally.

Should the PCs decide to wait until the orcs and gnolls fight it out among themselves, then the gnolls will win the fight, but use their wounded stats posted below.

Tier One: (EL 4 or 1.5)

Orcs (5): CR 1/2; Medium-Size Humanoid (6 ft. tall), HD 1d8; hp 3 (each); Init +0; Spd 20'; AC 15 (+3 hide, +2 large shield); Atks +2* melee (1d6+3 [crit x3], handaxe); SQ Darkvision 60 ft., light sensitivity (already figured in to attack bonus); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2; Feats: Alertness.

Equipment: hide armor, large wooden shield, handaxe.

Gnolls (4): CR 1; Medium-Size Humanoid (7 ft. tall), HD 2d8+2; hp 8 (each); Init +0; Spd 20'; AC 14 (+1 natural, +3

hide); Atks +3 melee (1d8+3 [crit x3], battleaxe); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3; Feats: Power Attack.

Equipment: hide armor, battleaxe.

Wounded Gnolls: same stats as above but reduce number of gnolls to three and use the following hit points: 8,6,6.

Tier Two: (EL 6 or 3)

Orcs (8): CR 1/2; Medium-Size Humanoid (6 ft. tall), HD 1d8; hp 3 (each); Init +0; Spd 20'; AC 15 (+3 hide, +2 large shield); Atks +2* melee (1d6+3 [crit x3], handaxe); SQ Darkvision 60 ft., light sensitivity (already figured in to attack bonus); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2; Feats: Alertness.

Gnolls (6): CR 1; Medium-Size Humanoid (7 ft. tall), HD 2d8+2; hp 10 (each); Init +0; Spd 20'; AC 14 (+1 natural, +3 hide); Atks +3 melee (1d8+2 [crit x3], battleaxe); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3; Feats: Power Attack.

Wounded Gnolls: same stats as above but reduce number of gnolls to four and use the following hit points: 8,8,6,6.

Encounter Three (B)

You work your way back to the abandoned enemy campsite, hoping to pick up a fresh trail. As you approach, the movement of something ahead of you catches your attention. A black bear is rooting through the various sacks and bedrolls. He suddenly raises his head and sniffs at the air, then growls out a challenge. Suddenly you are startled by a voice from behind you. "Relax, Grim. These aren't orcs." An old, willowy man dressed entirely in animal skins stands on the path, leaning heavily on a quarterstaff. "But perhaps you know something about orcs that you would care to share."

The man is Gragg Treebeard, a longtime resident of the Loftwood and hunter of orcs. He has been tracking a great deal of orc activity over the last few weeks and has been ambushing small groups of them. If prompted he will divulge the following:

- Several orc clans have joined together with gnolls. This has happened before in the past, but it usually doesn't last long.
- Gragg has not seen a human leader of the orc and gnoll army.
- Scores of wounded orcs came fleeing from the north last night. "Would you folks happen to know something about that?"
- There are so many tracks scattering in so many directions from the Bredivan battlefield that it's most likely that the enemy force did not all retreat to the same location.

Gragg will not accompany the party, but he will find the nearest set of orc tracks for them should they desire (Go to Encounter 4).

If someone happens to ask about the witch of the Loftwood (Kitavia's mother) Gragg has never heard of her.

Gragg Treebeard, male human Drd2/Rng2: Medium-Size Humanoid (5 ft. 4 in.); HD 2d8+2d10+8; hp 30; Init +2 (Dex); Spd 30; AC 14 (+2 leather armor, +2 Dex); Atks +4 melee (1d6, quarterstaff); or +2/+2 melee (1d6 [x2], quarterstaff); or +5 ranged (1d4, sling); SA Species enemy orcs; AL NG; SV Fort +8, Ref +2, Will +4

Str 11, Dex 14, Con 15, Int 10, Wis 12, Cha 12.

Skills: Listen +9, Spot +9, Hide +8, Move Silently +7, Animal Empathy +7; Feats: Two Weapon Fighting, Ambidexterity, Track, Weapon Focus: Quarterstaff, Alertness, Combat Reflexes.

Grim, Black Bear: Medium-Size Animal (5 ft. tall), HD 3d8+6; hp 19; Init +1 (Dex); Spd 40'; AC 13 (+1 Dex, +2 natural); Atks +6/+6/+1 melee (1d4+4, claws; 1d6+2 bite); SQ Scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Skills: Climb +6, Listen +4, Spot +7, Swim +8.

Encounter Four

Following another mangled path of footprints, you arrive at a clearing that shows signs of recent occupation. There are several bloody, broken arrow tips left lying in a pile, along with several discarded scraps of blood-soaked cloth. Ahead of you is a dirt path that appears to be a long dried-up streambed. Several items are visible on the path ahead of you.

A large group of retreating orcs stopped here to bind wounds. Several of the uninjured orcs remained behind to cover the escape of the rest of the group. They are hidden in the undergrowth about thirty feet ahead, keeping an eye out for any followers and will attack as soon as anyone enters the path. Remember that the orcs are at a penalty due to their light sensitivity.

Tier One: (EL 3.5)

Orcs (4): CR 1/2; Medium-Size Humanoid (6 ft. tall), HD 1d8; hp 5 (each); Init +0; Spd 20'; AC 13 (+3 hide); Atks +2* melee (1d8+3 [crit x3], longspear, 10' reach); SQ Darkvision 60 ft., light sensitivity (already figured in to attack bonus); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2; Feats: Alertness.

Equipment: hide armor, longspear.

Tier Two: (EL 5.5)

Orcs (8): CR 1/2; Medium Humanoid (6 ft. tall), HD 1d8; hp 5 (each); Init +0; Spd 20'; AC 13 (+3 hide); Atks +2* melee (1d8+3 [crit x3], longspear, 10' reach); SQ

Darkvision 60 ft., light sensitivity (already figured in to attack bonus); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2; Feats: Alertness.

Equipment: hide armor, longspear.

After the battle, have everyone make a Spot check (DC 14) to see the following (or read this automatically if they do a search of the area):

Amidst the arrows and bodies littering this narrow stretch of path, you spot one arrow embedded in a tree trunk about four feet off the ground. A sheet of leather is rolled around it and bound by a piece of twine.

Painted in dye on the leather is a rough map. Several landmarks and a path seem to lead to a nearby valley. The mouth of the valley is marked with a large skull. A small dotted line leads off the main path to a spot toward the rear of the valley that is marked with an X. A single word is written in common within the area of the valley: "GNOLLS."

The PCs can try to Track (Wilderness Lore DC 20) from where the arrow was fired. They will find more shod footprints but will lose the trail after a few hundred yards. The mysterious benefactor of the PCs has no intention of being seen.

Following the map requires a Wilderness Lore or Intuit Direction check (DC 15). Failures mean an hour or two of wandering about lost until another attempt can be made. Should they fail numerous times, or if they need to "take 20" to make the check, then when they arrive at the valley it will be dark (limiting the vision of the humans and negating any penalties for the orcs).

Encounter Five

One of Atkurn Bloodfist's acolytes has arrived at this valley trying to rally the wounded orcs and gnolls that retreated here. After exhausting the few healing spells he had prayed for, the orc and gnoll chieftains demanded that they be allowed to rest for a day before regrouping with the rest of the humanoid army. The cleric waits impatiently.

There are several traps and guards posted at the mouth of the valley (as warned on the map). If the PCs approach from this direction, then go to Encounter 5A. If they follow the narrow path to the rear of the valley then go to 5B.

Encounter Five (A)

The path widens before you. Through the heavy growth of trees, hills can be seen rising to the left and right. It appears that the map is accurate enough and that you should soon reach the entrance of the valley.

There are three traps set along the path with two guards at the mouth of the valley. Any time a trap is activated, roll a Listen check for both guards (Listen skill +3) against a DC

of 10+the amount of damage inflicted. Success means that they will hear the intruders and sound an alarm.

The first trap is a trip line across the path hidden in the vines and undergrowth. It can be spotted with a Search check (DC 15). Each PC passing it has a 50% chance of triggering it, which will cause a log suspended by vines to sweep across the path. The triggering PC and anyone within 10 feet (ahead or behind) of him/her must make a Reflex save (DC 12) or take 1d8 damage and be knocked prone.

The second trap is a covered two-foot wide, one-foot deep trench that crosses the path. Detecting this trap requires a Search check (DC 18). Otherwise the leading PC(s) must make a Reflex Save (DC 15) or stumble into it. The stakes at the bottom make an attack roll at +2 against the PC(s) AC without armor, shield, or deflection bonuses. A hit means that the PC(s) take 1d6 points of damage and is reduced to half movement speed because of a wounded foot. The penalty lasts for one day, or until treated with a Heal check (DC 15), or until the PC receives at least one point of magical curing.

The final trap is a rockslide at the mouth of the valley. The trigger can be seen with a Spot check (DC 12), however passing through the area still requires caution. If the trap is detected, a PC must still make a simple Balance check (DC 5) to avoid tripping the trap, or may attempt to Jump over the rigged area (requiring a 7-foot standing jump). Climbing this incredibly unstable area requires a Climb check (DC 18) to avoid triggering the rockslide. Anyone in a 30-foot square at the entrance of the valley will be hit by the rockslide taking 1d4 points of damage per tier and be pinned by rocks (Strength check DC 15 to get free). A successful Reflex save (DC 18) will reduce the damage by half and avoid being pinned. If the rockslide is triggered, the entire camp will be alerted and will attack. See the Stats for the enemy camp in the next section.

Encounter Five (B)

You follow a narrow path twisting gradually uphill. Eventually you find yourself at the crest of the rocky hill and gain a view of the surrounding Loftwood. Miles away in the distance you can make out the lands of the Bredivan freehold. Rechecking the map, you follow the last segment of the path leading to the rear of the supposed valley. Finally you find it! Through the dense veil of trees and brush the ground before you drops away into a large crater. You stand roughly twenty feet above the ground level at the rear of a small valley that is nearly perfectly camouflaged in the woods. There are numerous humanoids camped in the area. Most of them appear to be bundled in blankets and only a few are moving about the area.

The valley is only about forty feet across with an entry roughly thirty feet across.

Have the PCs make a Spot check:

- 10+: Give them the number of gnolls and orcs.
- 12+: One of the PCs finds hidden in the underbrush near them two short bows and forty arrows wrapped in leather (these are of the same make as

the arrows found at the first enemy campsite if they discovered that clue).

- 15+: Most if not all of the orcs and gnolls appear to be wounded.
- 18+: There is a single human clad in scale mail sitting in the camp, apparently meditating (he is actually praying for spells).

The PCs have an advantage in that the humanoids cannot engage them in melee unless they climb up to them. Also, hopefully, it is still daylight so the orcs will have additional penalties. Also, given the fact that the majority of the enemies are wounded and Atkurn is low on spells, the PCs have a chance to take on this larger group. The PCs also gain one surprise round against the enemy.

Enemy strategies:

The orcs and gnolls will charge across the camp toward the cliff below the PCs. Only two creatures can climb at a time while the rest growl and snarl below. A few will rush off to get javelins and spears.

Maugen, male human Clr2—Hextor: CR 2; Medium-Size Humanoid (6 ft. 1 in. tall); HD 2d8+2; hp 14; Init +1 (Dex); Spd 20; AC 16 (+4 scale mail, +1 small shield, +1 Dex); Atks +4 melee (1d8, morningstar); SA Cleric Domains (Evil and Destruction), Smite; AL LE; SV Fort +4, Ref +2, Wil +5.

Str 15, Dex 12, Con 12, Int 12, Wis 14, Cha 12.

Skills: Concentration +7, Heal +8, Knowledge (Religion) +7, Spellcraft +7; Feats: Combat Casting, Power Attack.

SA: *Smite*—Once per day may make a single melee attack at +4 to hit and +2 damage.

Spells (2/1+1): 0-level—*detect magic*, *inflict minor wounds*; 1st-level—*inflict light wounds*, *sanctuary*.

Equipment: scale mail, morningstar, small metal shield.

Thrygnish, male orc Fig1: CR 1; Medium Humanoid (5 ft. 10 in.); HD 1d10+2 (fighter); hp 12; Init +5 (Dex, Improved Initiative); Spd 20; AC 15 (+4 scale mail, +1 Dex); Atks +4* melee (1d12 [x3 crit], greataxe), or +2* ranged (1d6+3, javelin); SQ Darkvision, light sensitivity (already figured into attack bonus); AL CE; SV Fort +6, Ref +1, Wil +0.

Str 16, Dex 12, Con 14, Int 9, Wis 12, Cha 9.

Skills: Listen +2, Spot +2, Climb +7; Feats: Alertness, Power Attack, Cleave.

Equipment: scale mail, greataxe, javelins [2].

Flyrgekk, male gnoll Rng1: CR 2; Medium Humanoid (7 ft. 9 in.); HD 2d8+2 (gnoll) + 1d10+2 (ranger); hp 21; Init +1 (Dex); Spd 20; AC 14 (+2 leather armor, +1 natural, +1 Dex); Atks +5 melee (1d8+3 [x3 crit], battleaxe), or +3/+3 melee (battleaxe and 1d6+1 [x3 crit], handaxe), or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft., Species Enemy: Gnolls; AL CE; SV Fort +7, Ref +1, Wil +1.

Str 17, Dex 12, Con 15, Int 9, Wis 13, Cha 8.

Skills: Listen +5, Spot +5, Hide +5, Move Silently +5;
Feats: Track, Ambidexterity and Two Weapon Fighting (only in light armor), Power Attack, Sunder.

Equipment: leather armor, battleaxe, handaxe, javelin.

Gnolls (6): CR 1; Medium Humanoid (7 ft. tall), HD 2d8+2; hp 6 (each); Init +0; Spd 20; AC 14 (+1 natural, +3 hide); Atks +3 melee (1d8+3 [crit x3], battleaxe); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3; **Feats:** Power Attack.

Equipment: hide armor, battleaxe, javelin.

Orcs (12): CR 1/2; Medium Humanoid (6 ft. tall), HD 1d8; hp 2; Init +0; Spd 20; AC 13 (+3 hide); Atks +2* melee (1d6+3, club); SQ Darkvision 60 ft., light sensitivity (already figured in to attack bonus); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2; **Feats:** Alertness.

Equipment: hide armor, club.

Conclusion

Following this battle, the PCs should have an uneventful trip back to Fort Bredivan.

Weary from your ordeal, you are grateful to finally emerge from the Loftwood onto the place that only yesterday was a bloody killing field. You march across the trampled, blackened grass toward a large group of men gathered around the makeshift fortifications and barricades. Soldiers and commoners alike are talking excitedly and several point at your group approaching. It seems that several other groups of hunters were successful in taking down a few orcs and gnolls. However, there is an awed hush as you begin revealing the scalps that you have collected. Commander Barret orders a squire to summon Lord Bredivan.

Over the next several minutes you recount the events of the day to Lord Bredivan and an audience of fifty or more. Nearby, a bard is plucking thoughtfully on his lute—no doubt composing the song that will remember this day.

Finally, at the conclusion of your tale, Lord Bredivan speaks. "There are still many questions in my mind about what goes on in those woods. It seems we have a mysterious ally in the Loftwood. And also a new enemy allied with its denizens. But those are questions for another day. Hopefully this display of force combined with a new enemy to the gnolls will keep them from returning until the completion of our fort. You have my gratitude and that of this entire house."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Dispersing the Commoners 50 xp

Encounter Three

Defeating the humanoids 75 xp

Encounter Four

Overcoming the orc ambush 75 xp

Encounter Five

Defeating the enemy camp 225 xp

Not triggering any traps 25 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter One

- hide armor (Value 15 gp)
- shortbow (Value 30 gp)
- 12 arrows (Value 6 sp)
- dagger (Value 1 gp)

Encounter Two

- *Gift of the Woods* (Value 0, Wt. 0, Non-tradable, Unique): The PC who receives this gift is attuned to the natural harmony of the Loftwood. The character receives a +1 Insight bonus to all Spot and Listen checks while in the Loftwood only. Also, any attacks against the PC by a normal animal receive a -1 luck penalty to attack and damage rolls while within the Loftwood. (ONLY ONE GIFT OF THE WOODS IS TO BE GIVEN OUT, EVER.)

Encounter Three

- orc scalps (Value 5 gp each)(10 or 13)
- gnoll scalps (Value 10 gp each) (6 or 8)
- hide armor (Value 15 gp each)(9 or 14)
- large wooden shield (Value 7 gp each)(5 or 8)
- handaxe (Value 6 gp each)(5 or 8)
- battleaxe (Value 10 gp each)(4 or 6)

Encounter Four

- orc scalps (Value 5 gp each)(4 or 8)
- hide armor (Value 15 gp each)(4 or 8)
- longspear (Value 5 gp each)(4 or 8)

Encounter Five

- orc (Value 5 gp each)(13)
- gnoll scalps(Value 10 gp each)(7)
- scale mail (Value 50 gp each)(2)
- morningstar (Value 8 gp)
- small metal shield (Value 9 gp)
- greataxe (Value 20 gp)
- leather armor (Value 10 gp)
- battleaxe (Value 10 gp each)(7)
- handaxe (Value 6 gp)
- javelins (Value 1 gp each)(9)
- hide armor (Value 15 gp each)(18)