

RTK3-07

The Fate of Alain

A One-Round D&D v3.5 Living Greyhawk®

Ratik Regional Adventure

Version 1

Round 1

by Gregory A. Dreher

The news is unbelievable, but true. Alain is alive! Will you join in his rescue? An adventure for APL 4-10.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *Living Greyhawk Gazetteer* and *Living Greyhawk Campaign Sourcebook* (LGCS).

Living Greyhawk Levels of Play

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

0 Determine the character level for each of the PCs participating in the adventure.

1 If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained

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

2

3

Mundane Animals	Animals	Effect on APL# of
12 3 4	CR of Animal1/ 4	
& 1/600	0 1	1/3 & 1/20 011
111	23	223 4 5 33
456	44678	557 8
9	668	9 10 7791011

8

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15Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

16If you are running a table of six PCs, add one to that average.

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

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

Note: Living Greyhawk adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find

difficulty with the challenges in a Living Greyhawk adventure. If your group is APL 1 there are two things that you can do to help even the score.

17Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

18Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Archbarony of Ratik. Characters native to the Archbarony of Ratik pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

Prince Alain is dead, eaten by gnolls. Nothing short of a *true resurrection* will bring him back. But hopes are high in the Archbarony that he is alive. Recently, evidence gathered has led many to the conclusion that Alain is alive. And now, several powerful residents of Ratik, with the aid of some heroes, are going to rescue him.

Very few people know the truth behind the rescue mission that draws in the PCs. Yet it is a true rescue mission, for it is Archbaroness Evaleigh who is in need of rescue. Shortly after her husband disappeared, Evaleigh led an ill-fated rescue attempt, and was herself captured. She has been a slave in Spinecastle for over seven years. The Archbaroness now on the throne is one of Evaleigh's handmaidens, someone in no position to run the Archbarony.

The PCs are recruited by Jeron Redwater, a wizard assistant of War Wizard Hengon Mogotten, for what he believes is a rescue mission to recover Alain. He is leading a group of defenders of Ratik on a frontal assault of the slave camp that holds Evaleigh. Meanwhile, the PCs are to steal in and recover the prisoner.

To best gain access to the Spinecastle camp, Jeron suggests the PCs enlist the aid of a druid named Merrick the Green. Merrick has talents that would be of great use to the party, but his organization, the Foresters, has been ignored by Ratik for some time. It will take diplomacy and a personal promise of aid to gain Merrick's trust.

The trip to Spinecastle is mostly uneventful. The party encounters one groll patrol, and must decide whether to engage them or let them go. In any case, they must ensure that no word of their incursion reaches Spinecastle.

Finally, the PCs reach the Spinecastle camp. After scouting the camp and making plans, Jeron and companions begin the attack. The PCs defeat a number of guards while en route to a stone cell holding... Archbaroness Evaleigh! Rescuing her, and learning the true fate of Alain, the PCs beat a hasty retreat.

After traveling the rest of the day, the PCs are hunted down by a skilled groll tracker. They must defeat this powerful foe to truly save Evaleigh.

Finally, the PCs return to Marner, where great praise and rewards await them. Of course, they can't talk much about what truly happened on their mission....

Introduction

The PCs are contacted by an agent of someone who is loyal to Evaleigh. If they have met (or have an influence point with) Sir Ardent Bentner, Hengon Mogotten, or participated in any of the battles at Kalmar Pass—then they have been selected, as reputable adventurers with a love for Ratik. Other PCs, or brand new PCs, could have been recommended by any of a number of people: the Church of Trithereon, any high ranking army or militia officer, etc...

The message sounded quite important, but short on details. "Great heroes who desire to aid the Archbarony in its time of need, and who can thrive on a mission into hostile wilderness, should break their fast at the private room of Mudderick's Mugs." The message piqued your interest, so you traveled to the tavern. Upon mentioning your message, the owner wordlessly escorted you into the private room. A tall man in luxurious robes is standing at the far end of the room. Several other heroes are also present.

The PCs may arrive together if they know each other, or separately if so desired. Have the players describe their PCs at this time.

Scene One "The Fate of Alain"

The man in robes waves his hand, and the door closes behind you. "Thank you for arriving promptly. I am Jeron Redwater, assistant to Hengon Mogotten. Our sources revealed that you all were individuals of particular resource, and importantly, in the immediate vicinity of Marner. We plan a mission into the wilderness, into the enemy territory of the Bone March, to Spinecastle. We plan on leaving this morning. If for any reason you cannot or will not undertake this task, you may leave."

Allow the PCs to accept the mission, or swap PCs if necessary.

"Perhaps you have heard rumors concerning the fate of Alain. A man claiming to be his one-time squire said he is alive and a prisoner in Spinecastle. But of more credibility is the report of a Gray Rider, who gave his life to return his important discovery. The orphan is alive, and needs to be rescued."

The man pulls a ring from his pocket, thrusting his hand forward so that you can see it. It is a beautiful gold band, with remarkably ornate filigree. He looks at you. "Only two of these bands exist. They were commissioned for the wedding of Prince Alain and Evaleigh. One belongs to the Archbaroness, and the other to Alain."

He forms his hand into a fist, and slams it on the table, rattling your mugs. "Alain is alive! And you're going to help us rescue him."

Information Jeron will reveal follows. He speaks honestly; as far as he knows, everything below is true.

- Hengon Mogotten, the War Wizard, has been scrying for Alain, unsuccessfully. However, messages divined through the agents of the gods have confirmed that he is in fact alive.
- We know of several humanoid camps in the vicinity of Spinecastle, to the south in the Bone March. Thanks to the information we just recovered from the Gray Rider, we know in what camp Alain is being held.
- The camp is primarily inhabited by gnolls. Like all such camps, there will be members of other races flowing in and out of it.

- Hengon has scryed this camp briefly. There are a number of stone buildings within a wooden palisade. Alain must be in one of the stone buildings; this would explain why Hengon's scrying has been blocked.

The PCs will want to hear his plan for rescuing Alain. Jeron will describe it as follows:

"About twenty of us, skilled defenders of Ratik all, are going to assault this camp. There is a strong chance many of us will fall to the much larger force in the camp. But this is a chance we are willing to take, for what is most important is that you invade the camp while they are distracted by our attack. Find Alain, break him out, then retreat quickly."

Specifics of the plan:

- Your group will travel separately from our larger group. It is crucial that our paths not cross.
- Each night after the first, you will receive a visit by a man with our group, Morgan Greenfield, whose understanding of nature allows him to walk without leaving any trace of his passing. Any communications must be done through him.
- On the way, if you encounter any patrols, you must decide whether or not to engage. If small enough, we prefer you slay them outright. It is absolutely crucial that no survivors escape to report this incursion from our lands. We are trying to maintain total surprise.
- You should reach the camp mid-morning on the fourth day. We should approach at the same time. Stay hidden, and do not approach close until we attack. We will announce our attack to you by the use of a very obvious magical effect, either an eruption of fire (*fireball*) or a cacophony of sound (*sound burst*).
- To bypass any locks that hold Alain's cell closed, use this scroll [with three scribings of *knock*, 3rd level caster].
- When you have Alain and are on your way out, throw this flask of alchemist's fire on the roof of any of the buildings. It does not matter if it will harm the building or not; it will be our signal to retreat.
- Retreat as fast as possible directly west. After running five minutes, pour the contents of this pouch [*dust of tracelessness*] over your path. It will conceal your trail.
- There is one person who can aid you, a spiritual leader of sorts within the Loftwood

Foresters. He goes by the name Merrick the Green, and is a druid of some power. Someone of his talents would be very useful to your mission, as a scout and for his magic. We believe that he is the only druid of this level of power we can reach quickly.

- There's just one problem. The Foresters are understandably upset with the Archbarony, as they have requested aid previously, and the Archbarony ignored them. Do whatever you can to gain their aid. I assure you, if they aid in the rescue of Alain, the Archbarony will react very favorably to later requests by the Foresters.

Scene Two "The Foresters"

The PCs will leave right after breakfast, by themselves. They are given a rough map, listing the location of the Foresters and the gnoll camp in Spinecastle. The path taken by Jeron and companions is not revealed, but can be estimated as a more direct path than the ones the PCs will take.

The PCs will reach the camp of the Foresters by early evening.

The Loftwood surrounds you in a silent embrace. The wind from the plains does not penetrate the coniferous forest, but the chill of winter is ever-present. The home of the Loftwood Foresters should be nearby, but you see no sign of human passage.

Have the PCs make Spot checks (DC 25) to notice the three Foresters who noticed their intrusion. Even if spotted, they will quickly step out and address the party.

A man dressed in greens and browns steps out of the shadow of a large pine tree. "Halt, travelers. State the reason for your intrusion," he says curtly.

Jorris, Galan, Lowe, male human Rgr1:

The foresters will not initiate hostilities, fighting only in self defense. Although they remain unfriendly, they will speak openly to the PCs.

Allow the PCs to state their reason for being here.

The Forester sneers at you. "You want to see Merrick? Well, we want the aid of the Archbarony against the gnoll forces that have

been decimating us. We all want things that we haven't received. Get used to it."

The unfriendly Foresters will explain in great detail about the losses they have experienced in their battles with the gnolls, and how aid from the Archbarony could have saved the lives of their companions. Allow the PCs to plead their case as best as they can, making promises or pleading to their good nature. To gauge the success of their words, have a player roll a Diplomacy check (DC 20 + APL), with other PCs aiding, and any circumstance bonus or penalty you deem appropriate for role-playing.

If the PCs convince the Foresters, read the following:

"Fine. You want to see Merrick, we'll take you. I still think you're wasting your time, though. He's got a longer memory than any of us, you know."

If the PCs fail to convince the Foresters, read the following:

"Your kind offers only words, and empty words at that. You don't care for us, struggling in the forest, and you never have. Offer us something concrete to show you care about the Foresters, and we'll let you into the camp."

That something concrete is 5 gp times the APL per point by which the PCs failed the Diplomacy check.

In either case, the PCs are taken to the camp.

The Foresters do such a good job at concealing signs of their presence that the first sign of human habitation is the village itself. Small log cabins, crude in appearance but looking like good protection against the cold, dot the clearing. The locals eye your group suspiciously, but seeing your escorts, leave you be.

The leader among the three foresters, Jorris, leads you right through the village. "Merrick doesn't stay much in the encampment," Jorris says. "He spends most of his time communing with nature, finding the trees that can be harvested without hurting the forest, making sure we stay in balance with nature." Jorris does seem to know where Merrick is, though, as he leads you surely through the forest, following a game trail.

Finally, you turn and see an older man, kneeling in the snow, his hand upon the trail, deep in thought. He looks up at your

approach, scratching his salt-and-pepper beard. "It is strange. I did not expect visitors from the Archbarony. Such disturbances rarely miss my senses. No sense in waiting. I am Merrick. Why have you come today?"

Merrick has a slightly less hostile perspective than his companions, but clearly remembers the slight of the Archbarony against the Foresters. He will discuss the following, as appropriate, with the PCs:

- We are much closer to gnoll territory here in the Loftwood than you city folk in Marner. Not that it matters much, since the gnolls don't have much of a concept of territory, at least other people's territory.
- The Archbarony knows of our plight, knows how much good a few soldiers could do against the gnoll patrols. Yet they refuse aid. What is the Archbaroness doing, anyway?
- Now the Archbarony thinks I will drop what I'm doing and help them? (Pause) Even though I live a simple life amidst the glory of nature, I do know the rewards will be great if I aid in the return of Prince Alain.
- Still, I do not want to be burned again. If you want me to aid you, will you swear a blood bond to aid the Foresters when they need aid?

All PCs must agree to the blood bond for Merrick to journey with them.

Merrick draws a dagger, and with a quick motion, slices his palm. "Do you swear by your blood to aid the Loftwood Foresters when we next need aid?" He offers the dagger to you.

Scene Three "Day Two"

The second day of travel passes quickly. Merrick rose to greet the dawn, and hasn't spoken much all day, unless addressed by one of you. You are at the edge of the Bone March, but have not encountered any hostile patrols. Evening falls, and you find yourselves needing a defensible camp for the evening.

The PCs can find a suitable campsite without much difficulty. Get the PCs' watches for the evening. Have the PCs on first watch make a Spot or Listen check (DC 16) to notice Morgan Greenfield approach the edge of the camp.

A slight rustling in the trees at the edge of your camp catches your attention. A lone figure steps out, a thick brown woolen cloak

pulled tightly around him. “Greetings. All be well with you?” (Wait for an affirmative response.) “I bring no unusual news. My group proceeds apace of yours, as per Jeron’s original discussion. Do you have anything to report back?”

Morgan Greenfield, male human Drd3:

Morgan is happy that the PCs have secured the aid of Merrick, even though he doesn’t like the man’s druidic philosophy (a more separatist approach than his own). He will report back anything the PCs want to report.

Morgan clutches his cloak tighter. “I must be going. We shall meet again tomorrow evening.” He spins, walking away, into the forest. The boughs of the trees and the ground cover seem to move out of Morgan’s way, of their own accord.

Scene Four “Patrol!”

Near evening of the third day, the PCs encounter a groll patrol. They are not spotted by the patrol, and so can choose to engage the foes or let them pass by.

The third day dawns gray and miserable. The sky threatens to cover you in fresh snow at any minute. Fortunately, the snow does not come, but that is no consolation when the wind whips your faces. Merrick proceeds, stoically.

The sky darkens from this day’s twilight-like dimness, indicating evening is approaching. Before you can think about finding a camp, you catch a sound like a guttural yell carried on the wind. It is followed by several barked orders in what could be the groll tongue.

The party is on a rise, about sixty feet from the gnolls. Trees provide some cover, making it unlikely that the gnolls have noticed them. Assuming they investigate, read on:

Creeping forward, you see a squad of (seven/eight) gnolls. The two largest are in each others’ faces. The others are looking around, as if they’re used to this.

The leader, a ranger, and the shaman, a cleric of Erythnul, are arguing about what path to take. From this distance, the gnolls look the same,

except for their armor (scale mail versus chain shirt), but there is a chance the party might notice (Spot, DC 15, -6 circumstance penalty due to the sixty foot distance) that the cleric wields a morningstar with a blunt stone head instead of a battleaxe. A Knowledge (Religion) check (DC 20) would recognize this as a weapon of a follower of Erythnul.

The PCs can either hide from the foes or engage in battle.

Hide

Have the PCs make Hide skill checks. The normal gnolls and lieutenants, if present, are looking around. Roll Spot checks for them, at a -6 penalty due to the 60 foot distance, to see if the gnolls notice the party.

Any groll that notices the party will try not to react visibly to his discovery. Have the PCs roll Sense Motive checks, at a -6 penalty due to the 60 foot distance, but don’t tell them why they’re rolling. Anyone who beats the Bluff check of the groll will recognize that they have been spotted.

There will be consequences for the mission if the groll camp is alerted to the PCs’ presence.

Engage

Have the gnolls, including the leader and shaman, roll Spot checks, at a -6 penalty due to the 60 foot distance, against the PCs’ Hide check. Any who succeed at the check may act in the surprise round.

The gnolls will fight until things look bleak, then try to run.

APL 4 (EL 7)

Groll Leader, male groll Rgr2: Medium-Size Humanoid (Groll), hp 33; see Appendix I.

Groll Shaman, male groll Clr2: Medium-Size Humanoid (Groll), hp 31; see Appendix I.

Groll Warriors: Medium-Size Humanoid (Groll), hp 16, 14, 11, 10, 9; see Monster Manual, p. 130.

APL 6 (EL 9)

Groll Leader, male groll Rgr5: Medium-Size Humanoid (Groll), hp 57; see Appendix I.

Groll Shaman, male groll Clr5: Medium-Size Humanoid (Groll), hp 52; see Appendix I.

Gnoll Lieutenants, male gnoll Rgr3: Medium-Size Humanoid (Gnoll), hp 41, 41; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 16, 14, 11, 10; see Monster Manual, p. 130.

APL 8 (EL 11)

Gnoll Leader, male gnoll Rgr7: Medium-Size Humanoid (Gnoll), hp 73; see Appendix I.

Gnoll Shaman, male gnoll Clr7: Medium-Size Humanoid (Gnoll), hp 66; see Appendix I.

Gnoll Lieutenants, male gnoll Rgr5: Medium-Size Humanoid (Gnoll), hp 57, 57; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 16, 14, 11, 10; see Monster Manual, p. 130.

APL 10 (EL 13)

Gnoll Leader, male gnoll Rgr9: Medium-Size Humanoid (Gnoll), hp 73; see Appendix I.

Gnoll Shaman, male gnoll Clr9: Medium-Size Humanoid (Gnoll), hp 66; see Appendix I.

Gnoll Lieutenants, male gnoll Rgr7: Medium-Size Humanoid (Gnoll), hp 57, 57; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 16, 14, 11, 10; see Monster Manual, p. 130.

At APL 10, the gnoll shaman has cast *greater magic weapon* on 50 arrows prior to starting the patrol. 10 of those arrows are with the leader, and 20 each with the two lieutenants.

Searching the fallen gnolls might uncover (Search check, DC 15) a word scrawled in the Common alphabet (but not in the Common tongue) on the back of the shield of the 3rd gnoll warrior. It is a gnoll word (meaning mountain lion), and is the current gate password at the Spinecastle camp. Knowing the password will help Jeron and companions in their deception.

Scene Five “The Third Evening”

The PCs can find a suitable campsite for the third evening without much difficulty. Again, get the PCs’ watches for the evening. Have the PCs on first watch make a Spot or Listen check (DC 16) to

notice Morgan Greenfield again approach the edge of the camp.

A slight rustling in the trees at the edge of your camp catches your attention again. You spy Morgan Greenfield again. “Good evening. Do you bear any news?”

Morgan will be very interested to learn of the word, and correctly assumes it is a password. He will also want to coordinate the time of the attack.

“In the morning, we should approach the target encampment at around the same time. We plan on waiting one hour, to allow you time to scout. Is that sufficient?”

Scene Six “The Battle for Alain”

The fourth day dawns cold and gray. The wind whips the fallen snow into the air, stinging your eyes. When the wind calms, no sound greets you. At least this miserable weather should discourage further gnoll patrols.

You proceed through the snow for most of the morning. Finally, you see smoke curling into the sky, a slightly darker gray than the surrounding sky. The camp is near.

Merrick holds up his hand. “I will take to the air, and bring back the layout of the camp.” And without another word, his form shrinks, and color fades. Clothing tightens against his body, then forming a texture that soon becomes feathers. In but a few seconds, Merrick has taken the shape of an albino hawk. He takes to the air.

The party is currently 600 feet from the camp.

Scouting

Merrick will scout the camp without incident. He does not object to a PC joining his scouting, so long as he or she is invisible or similarly disguised.

He will report back with a rough layout of the camp, including identifying the two prison-looking structures (the slave camp, F, and prisoner camp, G). He points out that there is one stone cell that looks different from the others (cell 3).

The Camp

Please refer to the included map. Wooden structures are in brown, and stone structures are in black (the makeup of the structures are also referenced below). Doors to buildings are marked by cross marks on the walls. Unless otherwise noted, the ground is well-pounded earth, with the few weeds struggling up insufficient for an *entangle* spell.

A wooden palisade, ten feet high, surrounds the camp. A five-foot wide walkway surrounds the interior of the palisade at a height of seven feet. Individuals fighting from the walkway have cover against foes within 30 feet.

- A. This large wooden building is home to the gnoll leader, who engages the main attacking force. Pennants fly from the roof.
- B. These five narrow wooden buildings are the barracks where the gnoll grunts seek shelter. Each can sleep twelve gnolls at a time.
- C. The largest building in the camp is the kitchen and mess hall. Orc, goblin, and human slaves prepare food.
- D. This stone building is a forge, where a gnoll weaponsmith makes axes and arrowheads for the army. (Gnoll Exp3, AC 14, Atk +5 melee (1d8+4, battleaxe).)
- E. This well provides another source of water for the camp, and is used by the kitchen and forge.
- F. This thin wooden wall, with a rusty iron gate (Strength, DC 24) and simple lock (Open Locks, DC 20), encloses a slave camp for less important slaves. Tents crowd around a campfire that doesn't provide enough warmth against the cold weather. Gnolls on patrol on the fortress walls often throw javelins at the slaves when bored. At this time, there are 14 slaves in the camp.
- G. This stone wall, with a sturdy iron gate (Strength, DC 30) and good lock (Open Locks, DC 30), encloses six stone cells, where important prisoners are kept. Cells 1, 2, 4, 5, and 6 have stone doors with iron grills, about 12 inches by 18 inches, and are locked with good locks (Open Locks, DC 30). The door on cell 3 has a metal covering (lead) over the hole, a wooden bar, and an excellent padlock (Open Locks, DC 35) in addition to a good lock (Open Locks, DC 30). Cell 3 also has a stone floor, unlike the dirt floors of the other cells. Only Cell 3 is occupied.
- H. This cluster of wooden buildings, linked by fireplaces and stone chimneys, house

- I. noncombatant gnoll women and children. There are a total of 12 women and 36 children in the camp, although some live in the unmarked buildings.
- J. This small wooden shack houses three female goblin slaves. They wash the laundry for the camp.
- K. These wooden shacks store goods, both made in camp and pillaged.
- L. This wooden building is a smokehouse, for preserving the game hunted by the various gnoll rangers.
- M. This stone building is a temple to Erythnul, and houses the gnoll shamans.
- N. This area is cleared of vegetation and strewn with straw. Gnolls practice for battle here. Against the south wall is a pair of targets for archery and javelin practice.
- O. Here, the gnoll slaves try to grow potatoes and other vegetables. As it is winter, there are dead plants covering the ground.
- P. This building is a "stable" for the worgs of the elite goblin troops. These troops engage the attacking force.
- Q. The stream provides a source of water and is used by the gnolls to dump their waste. The stream flows northwest to southeast. Iron grates (Strength, DC 26) under the walls prevent people from entering the camp via the river.
- R. The two towers house gnoll archers, who fight the main force.
- S. This platform serves to watch the southern approach. A hobgoblin sniper is positioned here, and he engages the PCs.
- T. Here, stairs lead up to the walkway above.
- U. The double gate is twenty feet wide, made of logs reinforced with iron.

The unlabeled buildings are private quarters for more prominent members of the camp. Most house gnolls. Each building is wood, with a stone chimney (not noted on the map).

The Battle

There is a cleared area 120 feet around the gnoll camp on all sides, devoid of the trees normally present. Thus, the PCs can get that close with limited chance of being spotted. (Roll for the hobgoblin, who is actively looking. The gnolls on the wall take 10 and get a 1 (-12 penalty due to distance), and so will not likely notice the PCs. If the party stays at least 10 feet within the treeline, they can't see or be seen. If the PCs are spotted, there will be double the number of gnolls on the wall.

About an hour after Merrick first leaves to scout, the battle begins.

The gray sky is suddenly illuminated by a tremendous ball of orange flame. A sound like thunder quickly follows. The battle to save Alain has begun!

Roll initiative and keep track of rounds that pass from this point.

The Wall

Despite the battle raging at the other end of the Spinecastle fortress, the back wall is still guarded. A longbow-wielding hobgoblin is flanked by a number of gnolls wielding shortbows.

There are a number of gnolls equal to the APL (Monster Manual, p. 130, 11 hp each) on the wall, along with Tarl, the hobgoblin sniper. If the PCs were noticed, the kobold sorcerer is also present.

The gnolls shoot their bows once targets get within 60 feet. Tarl fires immediately.

Merrick will approach after the PCs have drawn the enemies' fire, and cast *wood shape* on the largest log of the palisade, forming an opening. The opening will only be about two and a half feet wide, so PCs will have to squeeze through. Running and charging through the opening will not be possible.

Once inside, if the PCs climb the stairs to reach the wall, any living gnolls move to block the stairs and guard Tarl.

APL 4 (EL 5)

Tarl Bonegnawer, male hobgoblin Rgr2: Medium-Size Humanoid (Goblinoid), hp 20; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 11, 11, 11, 11; see Monster Manual, p. 130.

APL 6 (EL 6)

Tarl Bonegnawer, male hobgoblin Rgr4: Medium-Size Humanoid (Goblinoid), hp 36; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 11, 11, 11, 11, 11, 11; see Monster Manual, p. 130.

APL 8 (EL 8)

Tarl Bonegnawer, male hobgoblin Rgr6/Deepwood Sniper1: Medium-Size Humanoid (Goblinoid), hp 59; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 11, 11, 11, 11, 11, 11, 11, 11; see Monster Manual, p. 105. TRIAD: adds 1 to EL

APL 10 (EL 10)

Tarl Bonegnawer, male hobgoblin Rgr6/Deepwood Sniper4: Medium-Size Humanoid (Goblinoid), hp 80; see Appendix I.

Gnoll Warriors: Medium-Size Humanoid (Gnoll), hp 11, 11, 11, 11, 11, 11, 11, 11, 11, 11; see Monster Manual, p. 130.

The Grounds

The sounds of a fierce battle echo off the stone and wood buildings of the camp. This end of the camp is largely deserted. However, rushing your way is an albino orc, a falchion in his hands. Trailing him is a well-armored gnoll bearing a smooth-headed morningstar and an unholy symbol of Erythnul. A smaller figure is on a rooftop up ahead.

These foes spend as many rounds preparing as they can. They begin casting the round after the overall battle begins, and come out when ready or when the gnolls on the wall shout out that the walls have been breached. Kamak climbs a ladder to get on top of the building immediately north of area G, cell 1. Rogal and Kursk come from the temple, going between the forge and the building to its right, then between the smokehouse and storeroom, and then between the two buildings north of the prison.

If the PCs bypass the wall without killing the gnolls, the gnolls will begin to come down and engage the PCs from their rear flank.

APL 4 (EL 5)

Rogal Graymuff, male gnoll Clr2 of Erythnul: Medium-Size Humanoid (Gnoll), hp 31; see Appendix I.

Kamak Ratakat, male kobold Sor2: Small Humanoid (Reptilian), hp 12; see Appendix I.

Kursk Bonecrusher, male orc Bbn1: Medium-Size Humanoid (Orc), hp 12; see Appendix I.

APL 6 (EL 7)

Rogal Graymuff, male gnoll Clr4 of Erythnul: Medium-Size Humanoid (Gnoll), hp 45; see Appendix I.

Kamak Ratakat, male kobold Sor4: Small Humanoid (Reptilian), hp 20; see Appendix I.

Kursk Bonecrusher, male orc Bbn2/Sor1: Medium-Size Humanoid (Orc), hp 22; see Appendix I.

APL 8 (EL 9)

Rogal Graymuff, male gnoll Clr6 of Erythnul: Medium-Size Humanoid (Gnoll), hp 59; see Appendix I.

Kamak Ratakat, male kobold Sor6: Small Humanoid (Reptilian), hp 28; see Appendix I.

Kursk Bonecrusher, male orc Bbn2/Sor1/Ftr2: Medium-Size Humanoid (Orc), hp 34; see Appendix I.

APL 10 (EL 11)

Rogal Graymuff, male gnoll Clr8 of Erythnul: Medium-Size Humanoid (Gnoll), hp 73; see Appendix I.

Kamak Ratakat, male kobold Sor8: Small Humanoid (Reptilian), hp 36; see Appendix I.

Kursk Bonecrusher, male orc Bbn2/Sor1/Ftr2/White Dragon Disciple2: Medium-Size Humanoid (Orc), hp 42; see Appendix I.

The Prison

A lone gnoll stands here among the stone cells. Seeing you, he swings his guisarme around, ready to slice you open.

There is a lone gnoll guard within the prison. If the PCs approach the iron gate, he stands 10 feet away and attacks them with his guisarme. What is more likely to happen is that Merrick will *stone shape* a hole in the south wall of the prison. This gnoll, Rulth Yellowmane, will then turn around and defend the cells from the intruders.

APL 4 (EL 4)

Rulth Yellowmane, male gnoll Ftr3: Medium-Size Humanoid (Gnoll), hp 41; see Appendix I.

APL 6 (EL 6)

Rulth Yellowmane, male gnoll Ftr5: Medium-Size Humanoid (Gnoll), hp 57; see Appendix I.

APL 8 (EL 8)

Rulth Yellowmane, male gnoll Ftr7: Medium-Size Humanoid (Gnoll), hp 73; see Appendix I.

APL 10 (EL 10)

Rulth Yellowmane, male gnoll Ftr9: Medium-Size Humanoid (Gnoll), hp 87; see Appendix I.

The PCs should have enough resources to easily free the prisoner in the cell. If they first want to check inside, they can move aside the lead panel covering the hole in the door (Spot, DC 20, to notice that it's actual lead). Once they bring a light source to shine in the darkness, or once the door is open, read the following:

The cell you were sure held Alain doesn't hold the subject of your rescue. Instead, an emaciated and diseased woman garbed in rags stands inside. She stands only about five feet tall, and sores cover her face and arms. She gazes at the opening in the cell with violet colored eyes partially veiled by her dirty white hair. After a moment, realization comes with a shock: the woman in the cell is Archbaroness Evaleigh!

"Have you come from Ratik? It is imperative that we leave, and quickly. I assure you, great rewards will be yours if you return me to Marner safely."

Evaleigh has been fed barely enough to survive and has had her right hand crippled by her captors because of several escape attempts from years ago. She is exhausted (moves at half speed and takes a -6 penalty to Strength and Dexterity, cannot run or charge) until she is given food and water and has an hour of complete rest (after which she will be considered fatigued until she can rest for another 8 hours). The damage to her hand can only be repaired by a *heal* or *regenerate* spell. To hasten their retreat, the PCs should probably carry her (she only weighs 80 pounds currently).

Evaleigh will not want to talk much, but she will confirm that she has been a prisoner for about seven years, and that she knows for certain that Prince Alain is dead. Everything else, she says she will explain once she's far away from this camp.

Further Exploration

The PCs' plan does not involve any further exploration into the camp. They are to get the prisoner and flee. However, some PCs may wish to save the other prisoners or explore further areas. Their exploration will not go unchallenged. Roughly speaking, for each new area of the camp

the PCs go to, they will run into a pair of gnoll warriors. Use the standard Monster Manual gnolls at APL 4, or the stats of the gnoll lieutenants from Scene 4 at higher APLs. No experience is awarded for fighting these foes.

Escape

The prisoner rescued, even if it wasn't who you expected, you toss the alchemist's fire onto a nearby building. Flames rise quickly, sending thick black smoke into the air. You return to the hole in the wall and beat a hasty retreat from the camp, before the gnolls can regroup their forces.

The cacophony of voices and noises from the Spinecastle camp fades, with no organized pursuit threatening your escape. Of course, you leave obvious furrows in the snow, clearly marking the direction of your escape.

After running about five minutes, you take the pouch of dust given to you by Jeron and sprinkle it behind you. The light gray powder drifts to the snow. Instantly, your footprints disappear, leaving the appearance of undisturbed snow. The effect of the dust carries down the trail in an instant, leaving undisturbed snow as far as the eye can see.

If a PC wants to check the effect, he can try to find the trail. A PC with the Track feat can make a check, likely at DC 23 (base DC 5, -2 for 6 people, +20 for the effects of the *dust of tracelessness*) to notice lingering evidence of the party's passage.

The Fate of Alain's Rescuers

A force of 11 traveled to engage the gnolls of the Spinecastle camp. Their fate depends on how quickly the PCs were able to get in and out of the camp. Count the number of rounds after the first *fireball* exploded to when they signaled with the alchemist's fire. If the PCs were spotted on the day of the attack, add three rounds to the tally. If the PCs were noticed by the patrol on Day 3, the death toll is one category worse. If the PCs found the password, the death toll is one category better.

<u>Number of Rounds</u>	<u>Deaths</u>
Up to 8	0
9 to 10	1
11 to 13	2
14 to 15	3
16 to 18	4*
19 to 20	5*
21 to 23	6*
24 to 25	7*

26 or more 8*
*Morgan Greenfield is among the dead

Scene Seven "Hunted"

While the PCs think they are no longer being followed, they are being pursued by the gnolls' most skilled hunter, who stayed an hour's travel back from the party. Once the party stops, he will catch up. With his bloodhound abilities, it is almost impossible for him to be unable to catch the party.

The escape from Spinecastle has been successful. No one has followed you, nor are they likely to find your concealed tracks. You can only hope Jeron and his companions were as successful, and were also able to shake their pursuers. The important thing, however, is that Evaleigh has been rescued. You are certain that Jeron would have given his own life to save the Archbaroness.

The PCs will need to stop for the evening. Hopefully, they will seek to conceal their tracks beforehand.

You finally stop for the evening, having found a secluded and concealed campsite. Evaleigh seems too exhausted to continue and the sores covering her body cause you to wonder if she will even survive the trip back to the Ratik border. She asks for some clean cloths and drinking water. Quietly, she attends to her wounds. The signs of blight upon her skin mostly disappear with one washing!

- If asked, she reveals that she made the wounds on her own body, then used fungus rubbed into the wounds to make herself appear diseased. It's a trick that she learned from a "friend" many years ago.
- She will ask for any food and fresh clothing that they can spare.
- Evaleigh asks for a spare weapon to defend herself with, a one-handed weapon with which rogues are proficient. She suffers a -4 penalty to attacks from using her offhand.
- She will ask for any information about the state of things in Ratik—particularly if it is known that she has been gone all these years.
- She will be greatly distressed to hear about the current turmoil in Ratik. Suppressing a tear she mutters under her breath "I never thought my absence would result in such chaos."

- She will relay her story below if they ask for an explanation of how she ended up a prisoner.

Evaleigh speaks haltingly as she recounts her past. "After the attack on Spinecastle I received the news that my husband had fallen in the battle. For the next several days, we kept receiving conflicting reports. Some scouts said that he was still alive but captured. Others said that he was indeed killed, but there was never a definitive answer. Finally, General Gatoril came to Marner to announce that no sign of Alain could be found, and that he was presumed to be dead.

"It was at that time that Archbaron Lexnol, Alain's father fell ill and became bed-ridden. His chief advisors called for me, telling me that I was now to take over the rulership of Ratik. But I wasn't ready! Even in the halls of my own home, I could hear the whispered words of my housekeepers. They blamed me for Alain's death, and the death of all the soldiers who fell in battle. They blamed me because they were convinced that I was the one who talked him into initiating the attack—in order to take back the city that was once ruled by my family. I knew that I would never be accepted. All of this thrust upon me, and still I never knew for certain what truly happened to my husband.

"So I gathered together some of my most trusted friends and allies for an expedition into Bonemarch. Since spies and arcane scrying and divinations could not give me a definite answer, I would determine for myself what was the fate of Alain. I thought that I would only be gone for a few weeks. I forced one of my handmaidens to act in my place, and ordered Hengon Mogotten to create a glamer so that she would look like me. I told her, all she had to do was play the grieving widow for a few weeks until I returned...

"But the mission was a disaster. Nearly all of us were killed by gnoll hunters. The only survivors were myself and my best friend from Knurl, Kalissanya. We were spared because we were women, and would probably draw a handsome price as concubines from the Bandit Lords occupying my family's lands." Evaleigh wipes a tear from her cheek absently, "After a few weeks of a living nightmare, I disguised myself to appear diseased. This kept away the attacks from the slavers and even from the other slaves. But I have no idea what happened to Kalissanya.

"I nearly escaped several times in the first month, but the gnoll trackers always managed

to find me before I could get safely away. In my last attempt, I killed two of the guards. That was when they crushed the bones in my right hand. Without the ability to pick locks or properly wield a weapon, I couldn't find another opportunity to escape. All things considered, I probably was fortunate to escape a much worse fate. If my captors realized who I was, I cannot imagine what they would have done with me."

Evaleigh sighs. "I can only hope we can avoid patrols the rest of the way back."

Get the PCs' watches, and see if they're doing anything special. Unless they arranged otherwise, they should be expecting another visit from Morgan Greenfield, assuming he survived the battle at the camp.

Morgan Greenfield visited about an hour into the first watch on the last two nights. Now, you do not know if he survived. Will he visit again tonight?

The first person to visit the PCs' camp is, unfortunately, the gnoll hunter. He arrives 50 minutes after the PCs settle down for the evening, so Evaleigh remains exhausted.

Assuming the PCs' camp is not hidden (*invisibility sphere* or *rope trick*, which would draw him into the open as he searches for his prey), Rustymane drinks his buffing potions (if available at the APL) before approaching to within 20 feet, spear drawn.

Get Spot and Listen checks against Rustymane's Hide and Move Silently checks. Those who succeed see him approach, recognize him as a foe, and can act during the surprise round. During the surprise round, Rustymane throws a spear at Evaleigh. In the unlikely event it does enough damage to drop her, the damage becomes non-lethal damage.

From the treeline, a spear flies, (striking/narrowly missing) Evaleigh. Your eyes make out the shape of a gnoll, well-hidden among the trees. He is moving his hand to his axe!

APL 4 (EL 7)

**Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3: Medium-Size
Humanoid (Gnoll), hp 63; see Appendix I.**

APL 6 (EL 9)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3/Human Hunter2:
Medium-Size Humanoid (Gnoll), hp 79; see
Appendix I.

APL 8 (EL 11)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3/Human Hunter4:
Medium-Size Humanoid (Gnoll), hp 95; see
Appendix I.

APL 10 (EL 13)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3/Human Hunter6:
Medium-Size Humanoid (Gnoll), hp 111; see
Appendix I.

About 2 hours later, Morgan Greenfield visits the camp, if he survived. He is stunned to see that the person who was rescued was Evaleigh. All of the people in the attacking force were unaware of the fate of Evaleigh.

Conclusion

The remainder of your journey passes without incident. Perhaps the fury of the assault on the Spinecastle camp has permanently weakened the gnolls, or perhaps they are plotting their revenge. One thing is certain: With the real Evaleigh back, the Archbarony will turn itself around.

Once back in Marner, Evaleigh addresses each of you by name and thanks you profusely for rescuing her, before quietly slipping into the palace grounds. You are left to your own devices, but that evening, you receive another invitation from Jeron Redwater for breakfast tomorrow at Mudderick's Mugs.

The next morning, you enter the back room of Mudderick's, where Jeron is waiting with a sumptuous breakfast spread. (His attitude depends on how many of his group fell.) "I want you to know that eleven of us participated in the assault on the gnoll camp at Spinecastle. (Number) of us returned. And none of us knew any more than you did about who you were rescuing.

"On my return, I had a long conversation with Hengon Mogotten. It seems he was aware of that particular detail of which we were ignorant. We eventually reached an understanding about why he chose not to reveal certain details about our mission.

"The Archbarony is eternally grateful for your service. Now, it goes without saying that you can't discuss freely what has transpired this day. But trust me when I say your deeds this past week will not be forgotten."

The Archbarony gladly pays for a *raise dead* spell for any fallen PCs.

So Ends The Fate of Alain

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter Four

Defeat the Patrol
APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp

Encounter Six

Taking the Wall
APL4 150 xp; APL6 180 xp; APL8 240 xp;
APL10 300 xp;
Crossing the Grounds
APL4 150 xp; APL6 210 xp; APL8 270 xp;
APL10 330 xp;
Breaching the Prison
APL4 120 xp; APL6 180 xp; APL8 240 xp;
APL10 300 xp;

Encounter Seven

Defeating the Bloodhound
APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp;

Total possible experience:

APL4 840 (675) xp; APL6 1110 (900) xp; APL8 1410 (1125) xp; APL10 1710 (1575) xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot,

coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 4: L: 55 gp; C: 10 gp; M: 11 gp; *potion of cure light wounds* (5 gp), *scroll of cure light wounds* (2 gp), *scroll of protection from good* (2 gp), *scroll of divine favor* (2 gp).

APL 6: L: 93 gp; C: 20 gp; M: 83 gp; 5 *potions of cure light wounds* (5 gp ea), *scroll of cure light wounds* (2 gp), *scroll of protection from good* (2 gp),

scroll of divine favor (2 gp), *scroll of remove paralysis* (15 gp), *scroll of dispel magic* (37 gp).

APL 8: L: 168 gp; C: 40 gp; M: 298 gp; 5 *potions of cure light wounds* (5 gp ea), *potion of cure serious wounds* (75 gp), *scroll of cure light wounds* (2 gp), *scroll of protection from good* (2 gp), *scroll of divine favor* (2 gp), *scroll of remove paralysis* (15 gp), *scroll of dispel magic* (37 gp), *scroll of freedom of movement* (70 gp), *scroll of cure critical wounds* (70 gp).

APL 10: L: 213 gp; C: 40 gp; M: 772 gp; 3 *potions of cure serious wounds* (75 gp ea), 2 *potions of cure moderate wounds* (30 gp ea), 10 +1 *arrows* (4 gp ea), *scroll of cure light wounds* (2 gp), *scroll of protection from good* (2 gp), *scroll of divine favor* (2 gp), *scroll of remove paralysis* (15 gp), *scroll of dispel magic* (37 gp), *scroll of freedom of movement* (70 gp), *scroll of cure critical wounds* (70 gp), *scroll of break enchantment* (112 gp), *scroll of true seeing* (137 gp).

Encounter Six:

APL 4: L: 102 gp; C: 50 gp; M: 7 gp; *scroll of cure light wounds* (2 gp), *potion of cure light wounds* (5 gp).

APL 6: L: 147 gp; C: 50 gp; M: 45 gp; *scroll of cure moderate wounds* (15 gp), *potion of cure moderate wounds* (30 gp).

APL 8: L: 117 gp; C: 50 gp; M: 380 gp; *scroll of cure serious wounds* (37 gp), +1 *guisarme* (230 gp), *potion of cure serious wounds* (75 gp)

APL 10: L: 117 gp; C: 50 gp; M: 1050 gp; *scroll of cure critical wounds* (70 gp), +1 *frost guisarme* (830 gp), 2 *potions of cure serious wounds* (75 gp ea)

Encounter Seven:

APL 4: L: 75 gp; C: 0 gp; M: 515 gp; *mithral shirt* (110 gp), *darkwood shield* (25 gp), *lens of detection* (350 gp), *potion of cure moderate wounds* (30 gp)

APL 6: L: 75 gp; C: 0 gp; M: 645 gp; +1 *mithral shirt* (210 gp), *darkwood shield* (25 gp), *lens of detection* (350 gp), *potion of cure serious wounds* (30 gp), *potion of bull's strength* (30 gp).

APL 8: L: 75 gp; C: 0 gp; M: 820 gp; +1 *mithral shirt* (210 gp), +1 *darkwood shield* (125 gp), *lens of detection* (350 gp), *potion of cure serious wounds* (75 gp), *potion of bull's strength* (30 gp), *potion of endurance* (30 GP)

APL 10: L: 45 gp; C: 0 gp; M: 1680 gp; +1 *keen battleaxe* (830 gp), +1 *mithral shirt* (210 gp), +1 *darkwood shield* (125 gp), *lens of detection* (350 gp), *potion of cure serious wounds* (75 gp), *potion of bull's strength* (30 gp), *potion of endurance* (30 GP), *potion of cat's grace* (30 gp)

Total Possible Treasure

APL 4: L: 232 gp; C: 60 gp; M: 533 gp - Total: 825 gp (Max: 600)

APL 6: L: 315 gp; C: 70 gp; M: 773 gp - Total: 1158 gp (Max 800)

APL 8: L: 360 gp; C: 90 gp; M: 1498 gp - Total: 1948 gp (Max 1250)

APL 10: L: 375 gp; C: 90 gp; M: 3502 gp - Total: 3967 gp (Max 2100)

Special

Blood Bond with Merrick the Green

You swore a blood bond with Merrick the Green to aid the Loftwood Foresters when next they need aid. What will become of this oath will be seen in later adventures.

Influence Point with Archbaroness Evaleigh

Items for the Adventure Record

Item Access

APL 4

Lens of Detection

Mithral Shirt

Darkwood Shield

APL 6

+1 Mithral Shirt

APL 8

Potion of Cure Serious Wounds

Scroll of Freedom of Movement

Scroll of Cure Critical Wounds

+1 Darkwood Shield

APL 10

Scroll of Break Enchantment

Scroll of True Seeing

+1 Frost Guisarme

+1 Keen Battleaxe

Appendix I - NPCs

Scene 1: The Fate of Alain

All APLs

Jeron Redwater, male human Wiz5: CR 5; Medium-Size Humanoid; HD 5d4+10; hp 26; Init +2; Spd 30 ft.; AC 12 (+2 Dex); Base Atk +2; Grp +2; Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SA spells; AL NG; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Local) +11, Knowledge (Nobility) +11, Spellcraft +11; Brew Potion, Empower Spell, Extend Spell, Scribe Scroll, Spell Mastery.

Possessions: Quarterstaff, light crossbow, 20 bolts, 50 gp, backpack, 50 ft. rope, 10 days' rations, spellbook.

Spells Prepared (4/4/3/2, DC 13 + spell level): 0-level—*detect magic, light, ray of frost, read magic*; 1st level—*comprehend languages, magic missile x2, protection from evil*; 2nd level—*flaming sphere, Melf's acid arrow, summon monster II*; 3rd level—*dispel magic, fireball*.

Scene 2: The Foresters

All APLs

Merrick the Green, male human Drd6: CR 6; Medium-Size Humanoid; HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Base Atk +4; Grp +4; Atk +4 melee (1d6/18-20, scimitar) or +5 ranged (1d8/x3, spear); SA spells; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 2/day (Small, Medium); AL N; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +10, Handle Animal +10, Knowledge (Nature) +10, Survival +12; Extend Spell, Natural Spell, Scribe Scroll, Track.

Possessions: scimitar, 2 spears, dagger, backpack, 50 ft. rope, 10 days' rations.

Spells Prepared (5/4/4/3, DC 13 + spell level): 0-level—*create water x2, detect magic, light, read magic*; 1st level—*cure light wounds x2, endure elements, hide from animals*; 2nd level—*barkskin, extended longstrider, wood shape x2*; 3rd level—*call lightning, stone shape x2*.

These spells represent Merrick's planned spells for the attack on the Spinecastle camp. PCs may convince him to take other spells.

Scene 3: Day Two

All APLs

Morgan Greenfield, male human Drd3: CR 3; Medium-Size Humanoid; HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Base Atk +2; Grp +2; Atk +2 melee (1d6/18-20, scimitar) or +3 ranged (1d4, sling); SA spells; SQ nature sense, wild empathy, woodland stride, trackless step; AL N; SV Fort +4, Ref +2, Will +6; Str 10, Dex 12, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Diplomacy +7, Handle Animal +9, Knowledge (Nature) +7, Ride +3, Survival +9; Animal Affinity, Brew Potion, Track.

Possessions: scimitar, sling, 10 bullets, dagger, backpack, 10 days' rations.

Spells Prepared (4/3/2, DC 13 + spell level): 0-level—*create water, detect magic, light, read magic*; 1st level—*cure light wounds x2, obscuring mist*; 2nd level—*barkskin, flaming sphere*.

Scene 4: Patrol

APL 4 (EL 7)

Gnoll Leader, male gnoll Rgr2: CR 3, Medium-Size Humanoid; HD 2d8+2d8+8; hp 30; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +3 armor, +2 shield, +1 natural); Base Atk +3; Grp +8; Atk +10 melee (1d8+5/x3, battleaxe) or +4 ranged (1d8/x3, longbow); SQ darkvision 60 ft., Rgr favored enemy +2 Vs human; AL CE; SV Fort +8, Ref +4, Will +2; Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +3 (+1), Listen +5, Move Silently +3 (+1), Spot +5, Survival +3; Power Attack, Track, Two-Weapon Fighting, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, 2 daggers, longbow, 20 arrows, masterwork studded leather, heavy wooden shield, backpack, food, barrel of poor-quality ale, *potion of cure light wounds*.

Gnoll Shaman, male gnoll Clr2: CR 3, Medium-Size Humanoid; HD 2d8+2d8+8; hp 30; Init +0; Spd 20 ft.; AC 16 (+3 armor, +2 shield, +1 natural); Base Atk +2; Grp +4; Atk +4 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +8, Ref +0, Will +6; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +5, Heal +6, Listen +7, Spot +7; Power Attack, Scribe Scroll.

Possessions: morningstar, 2 daggers, hide, heavy wooden shield, 50 gp, backpack, food, silver unholy symbol of Erythnul, wooden unholy symbol of Erythnul (in pocket), *scroll of cure light wounds, protection from good, and divine favor*.

Spells Prepared (4/3+1, DC 13 + spell level): 0-level—*detect magic*, *detect poison*, *guidance*, *resistance*; 1st level—*protection from good**, *command*, *cure light wounds*, *shield of faith*.

*Domain spell. *Domains*: Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6 (EL 9)

Gnoll Leader, male gnoll Rgr5: CR 6, Medium-Size Humanoid; HD 2d8+5d8+14; hp 51; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +3 armor, +2 shield, +1 natural); Base Atk +6; Grp +11; Atk +13 melee (1d8+5/x3, battleaxe) or +8 ranged (1d8+2/x3, longbow); Full Atk +13/+8 melee (1d8+5/x3, battleaxe) or +8/+3 ranged (1d8+2/x3, longbow); SQ darkvision 60 ft., Rgr favored enemy +4 Vs human, +2 Vs elf; AL CE; SV Fort +9, Ref +5, Will +3; Str 21, Dex 12, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +6 (+4), Listen +5, Move Silently +6 (+4), Spot +5, Survival +6; Diehard, Endurance, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, 2 daggers, composite longbow (+2), 20 arrows, masterwork studded leather, heavy wooden shield, backpack, food, barrel of poor-quality ale, 3 *potions of cure light wounds*.

Spells Prepared (1, DC 12 + spell level): 1st level—*entangle*.

Gnoll Shaman, male gnoll Clr5: CR 6, Medium-Size Humanoid; HD 2d8+5d8+14; hp 51; Init +0; Spd 20 ft.; AC 17 (+4 armor, +2 shield, +1 natural); Base Atk +4; Grp +6; Atk +5 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +8, Heal +9, Hide +3 (-3), Listen +7, Spot +7; Power Attack, Scribe Scroll, Weapon Focus (morningstar).

Possessions: morningstar, 2 daggers, scale mail, heavy wooden shield, 100 gp, backpack, food, silver unholy symbol of Erythnul, wooden unholy symbol of Erythnul (in pocket), *scroll of cure light wounds*, *protection from good*, *divine favor*, *remove paralysis*, and *dispel magic*.

Spells Prepared (5/4+1/3+1/2+1, DC 13 + spell level): 0-level—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *resistance*; 1st level—*protection from good**, *command*, *cure light wounds* (x2), *shield of faith*; 2nd level—*invisibility**, *bull's strength*, *cure moderate wounds*, *hold person*; 3rd level—*magic circle against good**, *bestow curse*, *dispel magic*.

*Domain spell. *Domains*: Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Gnoll Lieutenants, male gnoll Rgr3: CR 4, Medium-Size Humanoid; HD 2d8+3d8+10; hp 37; Init +3; Spd 30 ft.; AC 17 (+2 armor, +1 shield, +3 Dex, +1 natural); Base Atk +4; Grp +8; Atk +8 melee (1d8+4/x3, battleaxe) or +7 ranged (1d8/x3, longbow); SQ darkvision 60 ft., favored enemy +2 Vs human; AL CE; SV Fort +8, Ref +6, Will +2; Str 18, Dex 17, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +3 (+2), Listen +4, Move Silently +3 (+2), Spot +4, Survival +3; Endurance, Point Blank Shot, Power Attack, Track, Rapid Shot.

Possessions: battleaxe, dagger, longbow, 20 arrows, leather, buckler, backpack, food, *potion of cure light wounds*.

APL 8 (EL 11)

Gnoll Leader, male gnoll Rgr7: CR 8, Medium-Size Humanoid; HD 2d8+7d8+18; hp 61; Init +1; Spd 30 ft.; AC 17 (+3 armor, +2 shield, +1 Dex, +1 natural); Base Atk +8; Grp +14; Atk +16 melee (1d8+6/x3, battleaxe) or +10 ranged (1d8+4/x3, longbow); Full Atk +15/+10 melee (1d8+6/x3, battleaxe) or +10/+5 ranged (1d8+4/x3, longbow); SQ darkvision 60 ft., favored enemy +4 Vs human, +2 Vs elf; AL CE; SV Fort +10, Ref +6, Will +6; Str 22, Dex 12, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +6 (+4), Listen +7, Move Silently +6 (+4), Spot +7, Survival +8; Diehard, Endurance, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, 2 daggers, masterwork composite longbow (+4), 20 arrows, masterwork studded leather, heavy wooden shield, backpack, food, barrel of poor-quality ale, 3 *potions of cure light wounds*, *potion of cure serious wounds*, 100 gp.

Spells Prepared (2, DC 12 + spell level): 1st level—*entangle*, *resist energy*.

Gnoll Shaman, male gnoll Clr7: CR 8, Medium-Size Humanoid; HD 2d8+7d8+18; hp 61; Init +0; Spd 20 ft.; AC 17 (+4 armor, +2 shield, +1 natural); Base Atk +6; Grp +8; Atk +10 melee (1d8+2, morningstar); Full Atk +10/+5 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +10, Ref +2, Will +10; Str 14, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +10, Heal +12, Hide +5 (-1), Listen +8, Spot +8; Iron Will,

Power Attack, Scribe Scroll, Weapon Focus (morningstar).

Possessions: masterwork morningstar, 2 daggers, scale mail, heavy wooden shield, 100 gp, backpack, food, silver unholy symbol of Erythnul, wooden unholy symbol of Erythnul (in pocket), *scroll of cure light wounds*, *protection from good*, *divine favor*, *remove paralysis*, *dispel magic*, *freedom of movement*, and *cure critical wounds*.

Spells Prepared (6/5+1/4+1/3+1/2+1, DC 14 + spell level): 0-level—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *mending*, *resistance*; 1st level—*protection from good**, *command* (x2), *cure light wounds* (x2), *shield of faith*; 2nd level—*invisibility**, *bull's strength*, *cure moderate wounds*, *bear's endurance*, *hold person*; 3rd level—*magic circle against good**, *bestow curse*, *dispel magic*, *invisibility purge*; 4th level—*unholy blight**, *divine power*, *poison*.

*Domain spell. **Domains:** Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Gnoll Lieutenants, male gnoll Rgr5: CR 6, Medium-Size Humanoid; HD 2d8+5d8+14; hp 51; Init +3; Spd 30 ft.; AC 17 (+2 armor, +1 shield, +3 Dex, +1 natural); Base Atk +6; Grp +10; Atk +10 melee (1d8+4/x3, battleaxe) or +11 ranged (1d8+2/x3, longbow); Full Atk +10/+5 melee (1d8+4/x3, battleaxe) or +11/+6 ranged (1d8+2/x3, longbow); SQ darkvision 60 ft., favored enemy +4 Vs human, +2 Vs elf; AL CE; SV Fort +9, Ref +7, Will +2; Str 18, Dex 17, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +3 (+2), Listen +6, Move Silently +3 (+2), Spot +6, Survival +5; Endurance, Point Blank Shot, Power Attack, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: battleaxe, 2 daggers, masterwork composite longbow (+2), 20 arrows, leather, buckler, backpack, food, *potion of cure light wounds*.

Spells Prepared (1, DC 11 + spell level): 1st level—*resist energy*.

APL 10 (EL 13)

Gnoll Leader, male gnoll Rgr9: CR 10, Medium-Size Humanoid; HD 2d8+9d8+22; hp 79; Init +1; Spd 30 ft.; AC 18 (+4 armor, +2 shield, +1 Dex, +1 natural); Base Atk +10; Grp +16; Atk +18 melee (1d8+6/x3, battleaxe) or +12 ranged (1d8+4/x3, longbow); Full Atk +18/+13 melee (1d8+6/x3, battleaxe) or +12/+7 ranged (1d8+4/x3, longbow); SQ darkvision 60 ft., favored enemy +4 Vs human, +2 Vs elf; AL CE; SV Fort +11, Ref +7, Will +7; Str 22, Dex 12, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +6 (+3), Listen +9, Move Silently +6 (+3), Spot +9, Survival +10; Diehard, Endurance, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, 2 daggers, masterwork composite longbow (+4), 20 arrows, 10 +1 arrows, masterwork chain shirt, heavy wooden shield, 100 gp, backpack, food, barrel of poor-quality ale, 3 *potions of cure serious wounds*.

Spells Prepared (2/1, DC 12 + spell level): 1st level—*entangle*, *resist energy*; 2nd level—*bear's endurance*.

Gnoll Shaman, male gnoll Clr9: CR 10, Medium-Size Humanoid; HD 2d8+9d8+22; hp 79; Init +0; Spd 20 ft.; AC 17 (+4 armor, +2 shield, +1 natural); Base Atk +7; Grp +9; Atk +11 melee (1d8+2, morningstar); Full Atk +11/+6 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +11, Ref +3, Will +11; Str 14, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +12, Heal +14, Hide +7 (+2), Listen +8, Spot +8; Iron Will, Power Attack, Scribe Scroll, Weapon Focus (morningstar).

Possessions: masterwork morningstar, 2 daggers, masterwork scale mail, heavy wooden shield, 100 gp, backpack, food, silver unholy symbol of Erythnul, wooden unholy symbol of Erythnul (in pocket), *scroll of cure light wounds*, *protection from good*, *divine favor*, *remove paralysis*, *dispel magic*, *freedom of movement*, *cure critical wounds*, *break enchantment*, and *true seeing*.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1, DC = 14 + spell level): 0-level—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *mending*, *resistance*; 1st level—*protection from good**, *command* (x2), *cure light wounds* (x2), *shield of faith*; 2nd level—*invisibility**, *bull's strength*, *cure moderate wounds*, *bear's endurance*, *hold person*; 3rd level—*magic circle against good**, *bestow curse*, *dispel magic*, *invisibility purge*; 4th level—*unholy blight**, *greater magic weapon*, *divine power*, *poison*; 5th level—*dispel good**, *slay living*.

*Domain spell. **Domains:** Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Gnoll Lieutenants, male gnoll Rgr7: CR 8, Medium-Size Humanoid; HD 2d8+5d8+14; hp 61; Init +1; Spd 30 ft.; AC 18 (+2 armor, +1 shield, +4 Dex, +1 natural); Base Atk +8; Grp +12; Atk +12 melee (1d8+4/x3, battleaxe) or +14 ranged

(1d8+4/x3, longbow); Full Atk +12/+7 melee (1d8+4/x3, battleaxe) or +14/+9 ranged (1d8+4/x3, longbow); SQ darkvision 60 ft., favored enemy +4 Vs human, +2 Vs elf; AL CE; SV Fort +10, Ref +9, Will +3; Str 18, Dex 18, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +4 (+2), Listen +8, Move Silently +4 (+2), Spot +8, Survival +7; Manyshot, Point Blank Shot, Power Attack, Rapid Shot, Track, Weapon Focus (composite longbow).

Possessions: battleaxe, dagger, masterwork composite longbow (+4), 20 arrows, leather, buckler, backpack, food, *potion of cure moderate wounds*.

Spells Prepared (2, DC 11 + spell level): 1st level—*entangle*, *endure elements*.

Scene 6: The Battle for Alain

APL 4

Tarl Bonegnawer, male hobgoblin Rgr2: CR 2, Medium-Size Humanoid (Goblinoid); HD 2d8+4; hp 17; Init +4; Spd 30 ft.; AC 18 (+4 armor, +4 Dex); Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, longsword) or +8 ranged (1d8/x3, longbow); SQ darkvision 60 ft., Rgr favored enemy +2 Vs human, wild empathy; AL LE; SV Fort +5, Ref +6, Will +1; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +8 (+6), Listen +6, Move Silently +12 (+10), Spot +6; Rapid Shot, Track, Weapon Focus (longbow).

Possessions: longsword, dagger, masterwork longbow, 50 arrows, chain shirt, necklace (50 gp).

Kamak Ratakat, male kobold Sor2: CR 2, Small Humanoid (Reptilian); HD 2d4+2; hp 12; Init +2; Spd 30 ft.; AC 14 (+1 Size, +1 natural, +2 Dex); Base Atk +2; Grp -5; Atk -1 melee (1d6-3/x3, spear) or +4 ranged (1d6/19-20, light crossbow); SA spells; SQ darkvision 60 ft.; AL LE; SV Fort +1, Ref +2, Will +3; Str 4, Dex 14, Con 12, Int 10, Wis 10, Cha 18.

Skills and Feats: Concentration +6, Spellcraft +5; Toughness.

Possessions: spear, dagger, light crossbow, 10 bolts.

Spells Known (6/5, DC 14 + spell level): 0-level—*detect magic*, *flare*, *mage hand*, *read magic*, *resistance*; 1st level—*magic missile*, *ray of enfeeblement*.

Rogal Graymuff, male gnoll Clr2: CR 3, Medium-Size Humanoid; HD 2d8+2d8+8; hp 30; Init +0; Spd 20 ft.; AC 18 (+5 armor, +2 shield, +1 natural); Base Atk +2; Grp +4; Atk +6 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +8, Ref +0,

Will +6; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +7, Heal +8, Knowledge (religion) +6, Listen +5, Spot +6; Power Attack, Weapon Focus (morningstar).

Possessions: masterwork morningstar, 2 daggers, chain mail, heavy wooden shield, backpack, food, mithral unholy symbol of Erythnul (100 gp value), *scroll of cure light wounds*.

Spells Prepared (4/3+1, DC 13 + spell level): 0-level—*detect magic*, *detect poison*, *guidance*, *resistance*; 1st level—*protection from good**, *command*, *cure light wounds*, *shield of faith*.

*Domain spell. **Domains:** Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Kursk Bonecrusher, male orc Bbn1: CR 1, Medium-Size Humanoid; HD 1d12; hp 12; Init -1; Spd 30 ft.; AC 14 (+5 armor, -1 Dex); Base Atk +1; Grp +7; Atk +8 melee (2d4+9/18-20, falchion) or +0 ranged (1d6+6, javelin); SA Bbn rage; SQ darkvision 60 ft., Bbn fast movement; AL CE; SV Fort +2, Ref -1, Will -2; Str 22, Dex 8, Con 10, Int 10, Wis 6, Cha 12.

Skills and Feats: Knowledge (Arcana) +2, Intimidate +5, Listen +2, Survival +2; Weapon Focus (falchion).

Possessions: falchion, 2 daggers, 5 javelins, chainmail.

Rulth Yellowmane, male gnoll Ftr3: CR 4, Medium-Size Humanoid; HD 2d8+3d10+10; hp 41; Init +3; Spd 20 ft.; AC 19 (+5 armor, +1 natural, +3 Dex); Base Atk +4; Grp +8; Atk +9 melee (2d4+6/x3, guisarme) or +7 ranged (1d4+4/19-20, dagger); SQ darkvision 60 ft.; AL CE; SV Fort +8, Ref +4, Will +0; Str 19, Dex 16, Con 14, Int 13, Wis 8, Cha 6.

Skills and Feats: Climb +10 (+6), Jump +10 (+6), Listen +1, Ride +9, Spot +2; Combat Expertise, Combat Reflexes, Improved Trip, Power Attack.

Possessions: masterwork guisarme, 4 daggers, breastplate, 100 gp, *potion of cure light wounds*.

APL 6

Tarl Bonegnawer, male hobgoblin Rgr4: CR 4, Medium-Size Humanoid (Goblinoid); HD 4d8+8; hp 31; Init +4; Spd 30 ft.; AC 18 (+4 armor, +4 Dex); Base Atk +4; Grp +6; Atk +6 melee (1d8+2/19-20, longsword) or +10 ranged (1d8+2/x3, longbow); SA spells; SQ darkvision 60 ft., Rgr favored enemy +2 Vs human, wild empathy; AL LE; SV Fort +6, Ref +8, Will +2; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +10 (+9), Listen +8, Move Silently +14 (+13), Spot +8; Endurance, Rapid Shot, Point Blank Shot, Track, Weapon Focus (longbow).

Possessions: longsword, dagger, masterwork composite longbow (+2), 50 arrows, masterwork chain shirt, necklace (50 gp value).

Spells Prepared: 1st level—*endure elements*.

Kamak Ratakat, male kobold Sor4: CR 4, Small Humanoid (Reptilian); HD 4d4+4; hp 23; Init +2; Spd 30 ft.; AC 18 (+4 *mage armor*, +1 Size, +1 natural, +2 Dex); Base Atk +3; Grp -4; Atk +0 melee (1d6-3/x3, spear) or +5 ranged (1d6/19-20, light crossbow); SA spells; SQ darkvision 60 ft.; AL LE; SV Fort +2, Ref +3, Will +4; Str 4, Dex 14, Con 12, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +9, Spellcraft +7; Spell Focus (Evocation), Toughness.

Possessions: spear, dagger, light crossbow, 10 bolts.

Spells Known (6/7/4, DC 14 + spell level [+1 for *evocation* spells]): 0-level—*detect magic*, *flare*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st level—*mage armor*, *magic missile*, *ray of enfeeblement*; 2nd level—*flaming sphere*.

Rogal Graymuff, male gnoll Clr4: CR 5, Medium-Size Humanoid; HD 2d8+4d8+12; hp 44; Init +0; Spd 20 ft.; AC 17 (+6 armor, +2 shield, +1 natural); Base Atk +4; Grp +6; Atk +8 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9 (+13), Heal +10, Knowledge (religion) +8, Listen +5, Spot +6; Combat Casting, Power Attack, Weapon Focus (morningstar).

Possessions: masterwork morningstar, dagger, breastplate, heavy wooden shield, backpack, food, mithral unholy symbol of Erythnul (100 gp value), *scroll of cure moderate wounds*.

Spells Prepared (5/4+1/3+1, DC 13 + spell level): 0-level—*detect magic*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st level—*protection from good**, *command* x2, *cure light wounds*, *shield of faith*; 2nd level—*invisibility**, *bull's strength*, *cure moderate wounds*, *sound burst*.

*Domain spell. *Domains:* Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Kursk Bonecrusher, male orc Bbn2/Sor1: CR 3, Medium-Size Humanoid; HD 2d12+1d4; hp 22; Init -1; Spd 30 ft.; AC 14 (+5 armor, -1 Dex); Base Atk +2; Grp +8; Atk +10 melee (2d4+9/18-20, falchion) or +1 ranged (1d6+6, javelin); SA Bbn

rage, spells; SQ darkvision 60 ft., Bbn fast movement, uncanny dodge; AL CE; SV Fort +3, Ref -1, Will +0; Str 22, Dex 8, Con 10, Int 10, Wis 6, Cha 12.

Skills and Feats: Knowledge (Arcana) +6, Intimidate +5, Listen +2, Survival +2; Power Attack, Weapon Focus (falchion).

Possessions: masterwork falchion, 2 daggers, 5 javelins, breastplate.

Spells Known (5/4, DC 11 + spell level): 0-level—*acid splash*, *detect magic*, *ray of frost*, *resistance*; 1st level—*expeditious retreat*, *shield*. 25% arcane spell failure chance.

Rulth Yellowmane, male gnoll Ftr5: CR 6, Medium-Size Humanoid; HD 2d8+5d10+14; hp 57; Init +3; Spd 20 ft.; AC 20 (+6 armor, +1 natural, +3 Dex); Base Atk +6; Grp +10; Atk +11 melee (2d4+6/x3, guisarme) or +9 ranged (1d4+4/19-20, dagger); Full Atk +11/+6 melee (2d4+6/x3, guisarme); SQ darkvision 60 ft.; AL CE; SV Fort +9, Ref +5, Will +1; Str 19, Dex 16, Con 14, Int 13, Wis 8, Cha 6.

Skills and Feats: Climb +11 (+8), Jump +11 (+8), Listen +2, Ride +9, Spot +3; Combat Expertise, Cleave, Combat Reflexes, Improved Disarm, Improved Trip, Power Attack.

Possessions: masterwork guisarme, 4 daggers, +1 *breastplate*, 100 gp, *potion of cure moderate wounds*.

APL 8

Tarl Bonegnawer, male hobgoblin Rgr6/Deepwood Sniper1: CR 7, Medium-Size Humanoid (Goblinoid); HD 6d8+1d8+14; hp 52; Init +4; Spd 30 ft.; AC 18 (+4 armor, +4 Dex); Base Atk +7; Grp +9; Atk +9 melee (1d8+2/19-20, longsword) or +13 ranged (1d8+2/x3, longbow); Full Atk +9/+4 melee (1d8+2/19-20, longsword) or +13/+8 ranged (1d8+2/19-20/x3, longbow); SA spells, keen arrows; SQ darkvision 60 ft., Rgr favored enemy +4 Vs human, +2 Vs elf, wild empathy, range increment bonus; AL LE; SV Fort +7, Ref +11, Will +3; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +12, Listen +10, Move Silently +16, Spot +10; Endurance, Far Shot, Manyshot, Rapid Shot, Point Blank Shot, Track, Weapon Focus (longbow).

Possessions: longsword, dagger, masterwork composite longbow (+2), 50 arrows, masterwork chain shirt, necklace (50 gp value).

Spells Prepared (2, DC 11 + spell level): 1st level—*endure elements*, *entangle*.

See appendix for descriptions of Deepwood Sniper special abilities.

Kamak Ratakat, male kobold Sor6: CR 6, Small Humanoid (Reptilian); HD 6d4+6; hp 28; Init +2; Spd 30 ft.; AC 18 (+4 *mage armor*, +1 Size, +1 natural, +2 Dex); Base Atk +4; Grp -3; Atk +1 melee (1d6-3/x3, spear) or +6 ranged (1d6/19-20, light crossbow); SA spells; SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +4, Will +5; Str 4, Dex 14, Con 12, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +11, Spellcraft +9; Empower Spell, Spell Focus (Evocation), Toughness.

Possessions: spear, dagger, light crossbow, 10 bolts.

Spells Known (6/7/6/4, DC 14 + spell level [+1 for *evocation* spells]): 0-level—*arcane mark*, *detect magic*, *flare*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st level—*mage armor*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd level—*cat's grace*, *flaming sphere*; 3rd level—*fireball*.

Rogal Graymuff, male gnom Gmr6: CR 7, Medium-Size Humanoid; HD 2d8+6d8+16; hp 59; Init +0; Spd 20 ft.; AC 19 (+6 armor, +2 shield, +1 natural); Base Atk +5; Grp +7; Atk +9 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +10, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +11 (+15), Heal +12, Knowledge (religion) +10, Listen +5, Spot +6; Combat Casting, Power Attack, Weapon Focus (morningstar).

Possessions: masterwork morningstar, dagger, breastplate, heavy wooden shield, backpack, food, mithral unholy symbol of Erythnul (100 gp value), *scroll of cure serious wounds*.

Spells Prepared (5/4+1/4+1/3+1, DC 14 + spell level): 0-level—*detect magic*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st level—*protection from good**, *command* x2, *cure light wounds*, *shield of faith*; 2nd level—*invisibility**, *bull's strength*, *cure moderate wounds*, *sound burst* x2; 3rd level—*magic circle against good**, *blindness/deafness*, *dispel magic*, *prayer*.

*Domain spell. *Domains:* Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Kursk Bonecrusher, male orc Bbn4/Sor1: CR 5, Medium-Size Humanoid; HD 4d12+1d4; hp 36; Init -1; Spd 30 ft.; AC 14 (+5 armor, -1 Dex); Base Atk +4; Grp +10; Atk +12 melee (2d4+9/18-20, falchion) or +3 ranged (1d6+6, javelin); SA Bbn rage, spells; SQ darkvision 60 ft., Bbn fast movement, uncanny dodge, trap sense +1; AL CE; SV Fort +4, Ref +0, Will +1; Str 23, Dex 8, Con 10, Int 10, Wis 6, Cha 12.

Skills and Feats: Knowledge (Arcana) +8, Intimidate +7, Jump +7, Listen +3, Survival +3; Power Attack, Weapon Focus (falchion).

Possessions: masterwork falchion, 2 daggers, 5 javelins, breastplate.

Spells Known (5/4, DC 11 + spell level): 0-level—*acid splash*, *detect magic*, *ray of frost*, *resistance*; 1st level—*expeditious retreat*, *shield*. 25% arcane spell failure chance.

Rulth Yellowmane, male gnom Gmr7: CR 8, Medium-Size Humanoid; HD 2d8+7d10+18; hp 73; Init +3; Spd 20 ft.; AC 20 (+6 armor, +1 natural, +3 Dex); Base Atk +8; Grp +13; Atk +14 melee (2d4+8/x3, guisarme) or +11 ranged (1d4+5/19-20, dagger); Full Atk +14/+9 melee (2d4+8/x3, guisarme); SQ darkvision 60 ft.; AL CE; SV Fort +10, Ref +6, Will +2; Str 20, Dex 16, Con 14, Int 13, Wis 8, Cha 6.

Skills and Feats: Climb +12 (+8), Jump +11 (+8), Listen +3, Ride +10, Spot +4; Combat Expertise, Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Improved Trip, Power Attack.

Possessions: +1 guisarme, 4 daggers, +1 breastplate, 100 gp, *potion of cure serious wounds*.

APL 10

Tarl Bonegnawer, male hobgoblin Rgr6/Deepwood Sniper4: CR 10, Medium-Size Humanoid (Goblinoid); HD 6d8+4d8+20; hp 73; Init +5; Spd 30 ft.; AC 19 (+4 armor, +5 Dex); Base Atk +10; Grp +12; Atk +12 melee (1d8+2/19-20, longsword) or +17 ranged (1d8+2/19-20/x4, longbow); Full Atk +12/+7 melee (1d8+2/19-20, longsword) or +17/+12 ranged (1d8+2/19-20/x4, longbow); SA spells, keen arrows; SQ darkvision 60 ft., Rgr favored enemy +4 Vs human, +2 Vs elf, wild empathy, range increment bonus, concealment reduction 10%, *magic weapon*, projectile improved critical +1, safe poison use, take aim; AL LE; SV Fort +8, Ref +14, Will +4; Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +15, Move Silently +19, Spot +15; Alertness, Endurance, Far Shot, Manyshot, Rapid Shot, Point Blank Shot, Track, Weapon Focus (longbow).

Possessions: longsword, dagger, masterwork composite longbow (+2), 50 arrows, masterwork chain shirt, 50 gp.

Spells Prepared (2, DC 11 + spell level): 1st level—*endure elements*, *entangle*.

See appendix for descriptions of Deepwood Sniper special abilities.

Kamak Ratakat, male kobold Sor8: CR 8, Small Humanoid (Reptilian); HD 8d4+8; hp 36; Init +2; Spd 30 ft.; AC 18 (+4 *mage armor*, +1 Size, +1 natural, +2 Dex); Base Atk +5; Grp -2; Atk +2 melee (1d6-3/x3, spear) or +7 ranged (1d6/19-20, light crossbow); SA spells; SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +4, Will +6; Str 4, Dex 14, Con 12, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +13, Spellcraft +11; Empower Spell, Spell Focus (Evocation), Toughness.

Possessions: spear, dagger, light crossbow, 10 bolts.

Spells Known (6/8/7/6/4, DC 15 + spell level [+1 for *evocation* spells]): 0-level—*arcane mark*, *detect magic*, *detect poison*, *flare*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st level—*enlarge*, *mage armor*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd level—*cat's grace*, *flaming sphere*, *Melf's acid arrow*; 3rd level—*fireball*, *greater magic weapon*; 4th level—*Otiluke's resilient sphere*.

Rogal Graymuff, male gnoll Clr8: CR 9, Medium-Size Humanoid; HD 2d8+8d8+20; hp 73; Init +0; Spd 20 ft.; AC 19 (+6 armor, +2 shield, +1 natural); Base Atk +7; Grp +9; Atk +11 melee (1d8+2, morningstar); Full Atk +11/+6 melee (1d8+2, morningstar); SA spells, rebuke undead; SQ darkvision 60 ft.; AL CE; SV Fort +11, Ref +2, Will +9; Str 14, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +13 (+17), Heal +15, Knowledge (religion) +12, Listen +5, Spot +6; Blind-Fight, Combat Casting, Power Attack, Weapon Focus (morningstar).

Possessions: masterwork morningstar, dagger, breastplate, heavy wooden shield, backpack, food, mithral unholy symbol of Erythnul (100 gp value), *scroll of cure critical wounds*.

Spells Prepared (6/5+1/5+1/4+1/3+1, DC 14 + spell level): 0-level—*create water*, *detect magic*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st level—*protection from good**, *command* x2, *cure light wounds*, *divine favor*, *shield of faith*; 2nd level—*invisibility**, *bull's strength*, *cure moderate wounds* x2, *sound burst* x2; 3rd level—*magic circle against good**, *blindness/deafness*, *dispel magic* x2, *prayer*; 4th level—*confusion**, *cure critical wounds*, *freedom of movement*, *poison*.

*Domain spell. *Domains:* Evil (cast spells with the Evil descriptor at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Kursk Bonecrusher, male orc Bbn4/Sor1/Dragon Disciple2 (white): CR 7, Medium-Size Humanoid; HD 6d12+1d4; hp 50;

Init -1; Spd 30 ft.; AC 15 (+5 armor, -1 Dex, +1 natural); Base Atk +5; Grp +12; Atk +14 melee (2d4+10/18-20, falchion) or +4 ranged (1d6+7, javelin); SA Bbn rage, spells, claws and bite; SQ darkvision 60 ft., Bbn fast movement, uncanny dodge, trap sense +1; AL CE; SV Fort +7, Ref +0, Will +4; Str 25, Dex 8, Con 10, Int 10, Wis 6, Cha 12.

Skills and Feats: Knowledge (Arcana) +8, Intimidate +7, Jump +7, Listen +3, Spellcraft +2, Spot +0, Survival +3; Diehard, Endurance, Weapon Focus (falchion).

Possessions: masterwork falchion, 2 daggers, 5 javelins, breastplate.

Spells Known (5/6, DC 11 + spell level): 0-level—*acid splash*, *detect magic*, *ray of frost*, *resistance*; 1st level—*expeditious retreat*, *shield*. 25% arcane spell failure chance.

Rulth Yellowmane, male gnoll Ftr9: CR 10, Medium-Size Humanoid; HD 2d8+9d10+22; hp 87; Init +3; Spd 20 ft.; AC 20 (+6 armor, +1 natural, +3 Dex); Base Atk +10; Grp +15; Atk +16 melee (2d4+8/x3, +1d6 frost guisarme) or +13 ranged (1d4+5/19-20, dagger); Full Atk +16/+11 melee (2d4+8/x3, +1d6 frost guisarme); SQ darkvision 60 ft.; AL CE; SV Fort +11, Ref +7, Will +3; Str 20, Dex 16, Con 14, Int 13, Wis 8, Cha 6.

Skills and Feats: Climb +12 (+8), Jump +12 (+8), Listen +4, Ride +11, Spot +5; Combat Expertise, Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Improved Trip, Power Attack, Whirlwind Attack.

Possessions: +1 frost guisarme, 4 daggers, +1 breastplate, 100 gp, 2 *potions of cure serious wounds*.

Scene 7: Hunted

All APLs

Evaleigh, female human Rog9/Wiz3: CR 12; Medium-Size Humanoid; HD 3d4+9d6+12; hp 58; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Base Atk +7; Grp +6; Atk +8(+1) melee (1d3-4 non-lethal, unarmed strike); Full Atk +1/-4 melee (1d3-4 non-lethal, unarmed strike); SA spells, Rog sneak attack +5d6; SQ Rog Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +3; AL CG; SV Fort +4, Ref +7, Will +9; Str 9 (3), Dex 13 (7), Con 12, Int 17, Wis 16, Cha 20.

Skills and Feats: Balance +4 (+1), Bluff +16, Climb +2 (-1), Diplomacy +20, Disable Device +6, Escape Artist +10 (+7), Gather Information +7, Hide +10 (+7), Intimidate +10, Jump +2 (-1), Listen +12, Move Silently +10 (+7), Open Lock +10 (+7), Search +12, Sense Motive +14, Spot +12, Swim +2 (-1); Alluring, Negotiator, Persuasive, Scribe Scroll, Spell Mastery (*charm*

person, hold portal, protection from evil), Trustworthy, Weapon Finesse.

Spells Prepared (0/3/0, DC 13 + spell level): 1st level—*charm person* x2, *protection from evil*.

APL 4 (EL 7)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3: CR 7, Medium-Size Humanoid; HD 2d8+4d8+1d10+1d12+16; hp 63; Init +2; Spd 45 ft.; AC 19 (+4 armor, +2 shield, +2 Dex, +1 natural); Base Atk +7; Grp +12; Atk +14 melee (1d8+5/x3, battleaxe) or +9 ranged (1d8+4/x3, longbow); Full Atk +14/+9 melee (1d8+5/x3, battleaxe) or +12/+7 ranged (1d8+4/x3, longbow); SA Bbn rage; SQ darkvision 60 ft., Rgr favored enemy +2 Vs human, Bbn fast movement, determination, mark, no non-lethal penalty, dead or alive, fast tracking, ready and waiting, pacekeeping, restlessness; AL CE; SV Fort +12, Ref +8, Will +3; Str 20, Dex 14, Con 14, Int 12, Wis 14, Cha 6.

Skills and Feats: Gather Information +2 (+5), Hide +11, Listen +5, Move Silently +11, Search +11, Spot +5 (+8), Survival +13 (+18); Dash, Run, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, spear, 2 daggers, composite longbow (+4), 20 arrows, mithral shirt, heavy darkwood shield, backpack, food, masterwork manacles, *lens of detection*, *potion of cure moderate wounds*.

See appendix for description of Bloodhound special abilities.

APL 6 (EL 9)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3/Human
Hunter2: CR 9, Medium-Size Humanoid; HD 2d8+3d10+1d12+4d8+20; hp 79; Init +2; Spd 45 ft.; AC 20 (+5 armor, +2 shield, +2 Dex, +1 natural); Base Atk +8; Grp +13; Atk +15 melee (1d8+5/x3, battleaxe) or +10 ranged (1d8+4/x3, longbow); Full Atk +15/+10 melee (1d8+5/x3, battleaxe) or +10 ranged (1d8+4/x3, longbow); SA Bbn rage; SQ darkvision 60 ft., Rgr favored enemy +2 Vs human, Bbn fast movement, determination, mark, no non-lethal penalty, dead or alive, fast tracking, ready and waiting, pacekeeping, restlessness, hated enemy, rancor +1d6, hated enemy DR 3/-; AL CE; SV Fort +15, Ref +11, Will +3; Str 20, Dex 14, Con 14, Int 12, Wis 14, Cha 6.

Skills and Feats: Gather Information +2 (+5), Hide +11, Intimidate +6, Listen +5, Move Silently +11, Search +11, Spot +5 (+8), Survival +15 (+20); Dash, Extended Rage, Run, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, spear, 2 daggers, composite longbow (+4), 20 arrows, +1

mithral shirt, heavy darkwood shield, backpack, food, masterwork manacles, *lens of detection*, *potion of cure serious wounds*, *potion of bull's strength*.

See appendix for description of Bloodhound and Foe Hunter special abilities.

APL 8 (EL 11)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3/Human
Hunter4: CR 11, Medium-Size Humanoid; HD 2d8+5d10+1d12+4d8+24; hp 95; Init +2; Spd 45 ft.; AC 21 (+5 armor, +3 shield, +2 Dex, +1 natural); Base Atk +10; Grp +15; Atk +17 melee (1d8+5/x3, battleaxe) or +12 ranged (1d8+4/x3, longbow); Full Atk +17/+12 melee (1d8+5/x3, battleaxe) or +12/+7 ranged (1d8+4/x3, longbow); SA Bbn rage; SQ darkvision 60 ft., Rgr favored enemy +2 Vs human, Bbn fast movement, determination, mark, no non-lethal penalty, dead or alive, fast tracking, ready and waiting, pacekeeping, restlessness, hated enemy, rancor +2d6, hated enemy DR 5/-, hated enemy SR 19; AL CE; SV Fort +16, Ref +12, Will +4; Str 21, Dex 14, Con 14, Int 12, Wis 14, Cha 6.

Skills and Feats: Gather Information +2 (+5), Hide +11, Intimidate +6, Listen +10, Move Silently +11, Search +11, Spot +10 (+13), Survival +17 (+22); Dash, Endurance, Extended Rage, Run, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, spear, 2 daggers, composite longbow (+4), 20 arrows, +1 *mithral shirt*, +1 *darkwood shield*, backpack, food, masterwork manacles, *lens of detection*, *potion of cure serious wounds*, *potion of bull's strength*, *potion of endurance*.

See appendix for description of Bloodhound and Foe Hunter special abilities.

APL 10 (EL 13)

Rustymane Tanglefur, male gnoll
Rgr1/Ftr1/Bbn1/Bloodhound3/Human
Hunter6: CR 13, Medium-Size Humanoid; HD 2d8+7d10+1d12+4d8+28; hp 111; Init +2; Spd 45 ft.; AC 21 (+5 armor, +3 shield, +2 Dex, +1 natural); Base Atk +11; Grp +16; Atk +19 melee (1d8+6/19-20/x3, battleaxe) or +13 ranged (1d8+4/x3, longbow); Full Atk +19/+14/+9 melee (1d8+6/19-20/x3, battleaxe) or +13/+8/+3 ranged (1d8+4, longbow); SA Bbn rage; SQ darkvision 60 ft., Rgr favored enemy +2 Vs human, Bbn fast movement, determination, mark, no non-lethal penalty, dead or alive, fast tracking, ready and waiting, pacekeeping, restlessness, hated enemy, rancor +3d6, hated enemy DR 7/-, hated enemy SR 21; AL CE; SV Fort +17, Ref +13, Will +5; Str 21, Dex 14, Con 14, Int 12, Wis 14, Cha 6.

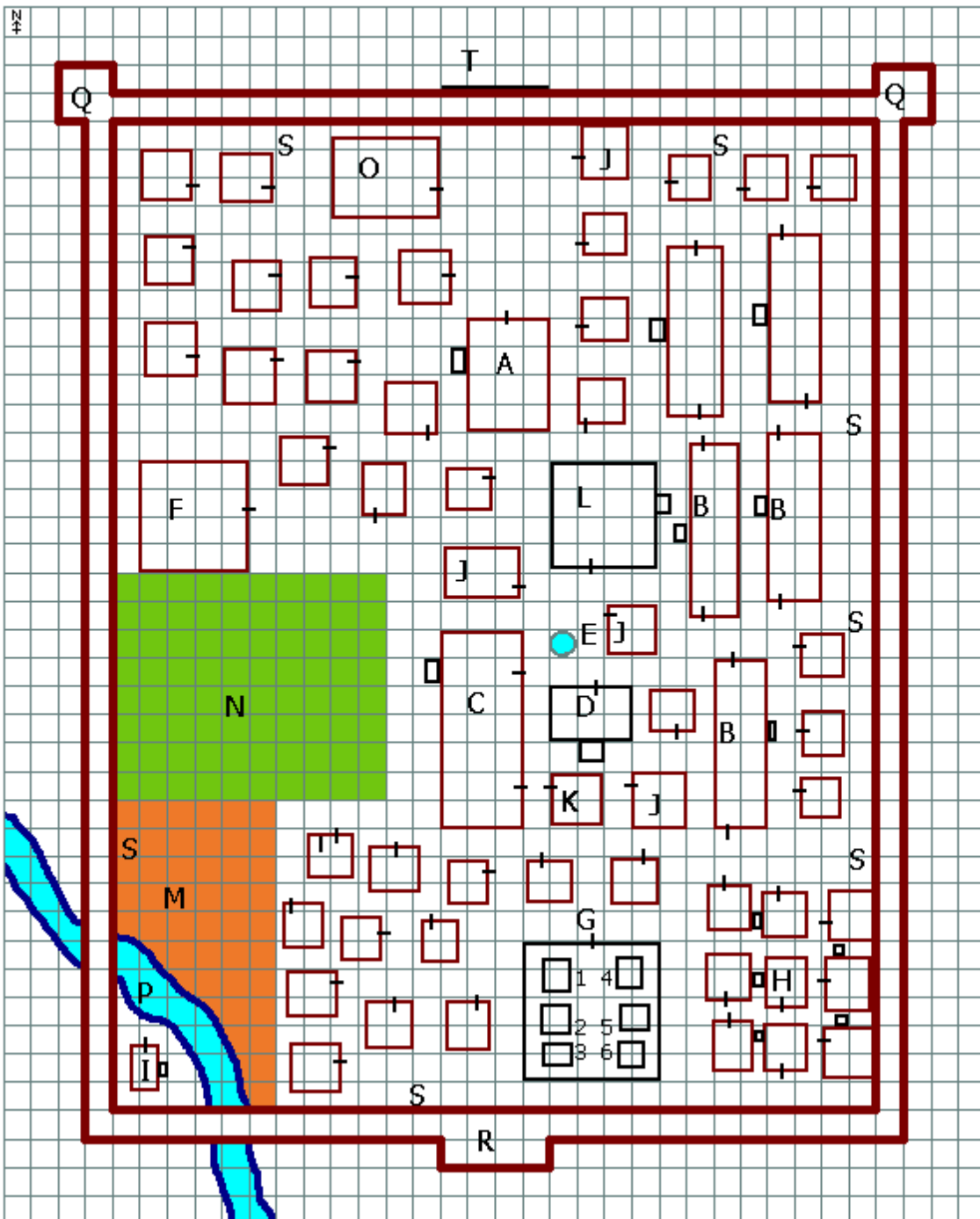
Skills and Feats: Gather Information +2 (+5), Hide +11, Intimidate +6, Listen +10, Move Silently +11, Search +11, Spot +15 (+18), Survival +19 (+24); Dash, Endurance, Extended Rage, Run, Track, Weapon Focus (battleaxe).

Possessions: +1 *keen battleaxe*, spear, 2 daggers, composite longbow (+4), 20 arrows, +1 *mithral shirt*, +1 *darkwood shield*, backpack, food, masterwork manacles, *lens of detection*, *potion of cure serious wounds*, *potion of bull's strength*, *potion of endurance*, *potion of cat's grace*.

See appendix for description of Bloodhound and Foe Hunter special abilities.

DM's Map

(1 square = 5 ft. by 5 ft.)



Appendix 2 - New Feats

Alluring [General]

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy

Benefit: You get a +2 bonus on Diplomacy checks and add +1 to the save DCs of all your mind-affecting, language-dependent spells.

Reference: Song and Silence, page 38.

Dash [General]

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor, and are carrying a light load, your speed is 5 feet faster than it normally would be.

Reference: Song and Silence, page 38

Extended Rage [General]

Your rage lasts longer than it normally would.

Prerequisite: ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times, and the additional rounds stack.

Reference: Masters of the Wild, page 22

Natural Spell [General]

You cast spells while in a *wild shape*.

Prerequisites: Ability to use wild shape, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a *wild shape*. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses you can hold with an appendage or your current form, but you cannot make use of any such items that are melded in that form. This feat does not permit use of magic items in a form that could not ordinarily use them and you do not gain the ability to speak while in a *wild shape*.

Reference: Masters of the Wild, page 24

Trustworthy [General]

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

Reference: Song and Silence, page 40.

Appendix 3 - New Prestige Classes

DEEPWOOD SNIPER

Reference: *Masters of the Wild*, page 52.

Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks

Feats: Far shot, Point Blank Shot, Weapon Focus (any bow or crossbow)

Class Skills:

Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with normal concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals x3 damage on a critical hit instead does x4 damage in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 8 of the *Dungeon Master's Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is useable once per day on projectile weapons only.

FOE HUNTER

Reference: Masters of the Wild, page 56.

Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1 st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2 nd	+1	+3	+3	+0	Hated Enemy Damage Reduction 3/-
3 rd	+2	+3	+3	+1	Rancor +2d6
4 th	+3	+4	+4	+1	Hated Enemy Damage Reduction 5/-, hated enemy spell resistance
5 th	+3	+4	+4	+1	Rancor +3d6
6 th	+4	+5	+5	+2	Hated Enemy Damage Reduction 7/-
7 th	+5	+5	+5	+2	Rancor +4d6
8 th	+6	+6	+6	+2	Hated Enemy Damage Reduction 9/-
9 th	+6	+6	+6	+3	Rancor +5d6
10 th	+7	+7	+7	+3	Death attack, hated enemy damage reduction 11/-

Hit Die: d10.

Requirements:

Base Attack Bonus: +7

Feats: Track, Weapon Focus (any).

Language: The language (if any) of the intended hated enemy.

Special: The character must have a favored enemy.

Class Skills:

Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

Weapon and Armor Proficiencies: Foe hunters gain no additional weapon or armor proficiencies.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal non-lethal damage instead of normal damage with a rancor attack. She cannot, however, do non-lethal damage with a weapon that deals normal damage in a rancor attack, even when taking the usual -4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 6 of the *Dungeon Master's Guide*), except that the foe hunter need only make a melee attack that successfully deals damage, not a sneak attack.

BLOODHOUND

Reference: Masters of the Wild, page 52.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Determination, mark, no non-lethal penalty
2 nd	+2	+0	+3	+0	Dead or alive, fast tracking, ready and waiting
3 rd	+3	+1	+3	+1	Pacekeeping, restlessness
4 th	+4	+1	+4	+1	Improved non-lethal, move like the wind
5 th	+5	+1	+4	+1	Shatter, traceless track
6 th	+6	+2	+5	+2	Ignore scrying, <i>locate creature</i>
7 th	+7	+2	+5	+2	Fracture, see invisibility
8 th	+8	+2	+6	+2	Non-lethal resistance
9 th	+9	+3	+6	+3	Ignore magical barriers
10 th	+10	+3	+7	+3	<i>Find the Path</i>

Hit Die: d10

Requirements:

Base Attack Bonus: +4

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Run, Track

Class Skills:

Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Bloodhounds are proficient with light armor, shields, and both simple and martial weapons.

Determination (Ex): At 1st level, the character gains an Insight bonus equal to his bloodhound level on Gather Information, Spot, and Survival checks made to determine the whereabouts of a mark (see below).

Mark (Ex): At 1st level, the character can target, or mark, an individual humanoid foe. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, the target is called a mark, and the bloodhound receives a variety of advantages against him or her (see below). A bloodhound may have up to one mark per two bloodhound

levels (rounded up) at once, but only if all of them are within 30 feet of one another for the duration of the marking process. For example, a 6th-level bloodhound could mark three bugbears in such a group, but not a bugbear on one side of the kingdom and a troll on the other. If a bloodhound chooses a new mark before apprehending an existing one, the latter is unmarked and the bloodhound loses XP equal to the amount he would have gotten for defeating that creature. The bloodhound can mark an individual once a week.

No Non-lethal Penalty (Ex): Also at 1st level, the bloodhound can use a melee weapon that deals normal damage to deal non-lethal damage instead without suffering the -4 penalty on his attack roll.

Dead or Alive (Ex): At 2nd level, the bloodhound learns to strike for non-lethal damage at just the right moment to avoid killing a mark. Immediately after striking a blow that would reduce a mark from positive to negative hit points, the bloodhound may convert the normal damage dealt by that blow to non-lethal damage before it takes effect. The bloodhound cannot use this ability while raging or after 1 round has passed.

Fast Tracking (Ex): At 2nd level, the bloodhound no longer suffers a -5 penalty to Survival checks for tracking while moving at normal speed.

Ready and Waiting (Ex): Also at 2nd level, the bloodhound may, as a free action, designate a particular move-equivalent, standard, or full-round action that a mark who is flat-footed may perform. If the mark actually performs this action within 10 minutes thereafter, the bloodhound can make an attack of opportunity against him or her with a drawn weapon, either melee or ranged. This counts against the bloodhound's attacks of opportunity for that round.

Pacekeeping (Ex): At 3rd level, a bloodhound tracking a mark can raise his own speed by up to +5 feet per bloodhound level, to a maximum value equal to the mark's speed.

Restlessness (Ex): When the bloodhound reaches 3rd level, he gains damage reduction 5/- against non-lethal damage from a forced march while in pursuit of a mark.

Improved Non-lethal (Ex): At 4th level, the bloodhound uses his Intelligence bonus on the damage roll for any attack that deals only non-lethal damage.

Move Like the Wind (Su): At 4th level, the bloodhound ignore armor check penalties on his Move Silently and Hide checks. In addition, he no longer suffers the -5 penalty on those checks when moving at speeds between half and full.

Traceless Track (Su): At 5th level, the bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he suffers a -10 circumstance penalty on his Survival checks.

Shatter (Su): At 5th level, the bloodhound can destroy an object that stands between himself and his mark when the latter is within 100 feet. This ability function like a *shatter* spell cast by a sorcerer of the character's bloodhound level.

Ignore Scrying (Ex): At 6th level, the bloodhound gains spell resistance equal to 10 + his bloodhound level against divination spells. This stacks with any other spell resistance he has that includes spells of that school.

Locate Creature (Sp): Once per day, the bloodhound can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of the bloodhound's character level.

Fracture (Su): At 7th level, the character can use his shatter ability to destroy weight-equivalent portions of larger objects, such as doors and walls, regardless of their construction.

See Invisibility (Su): This ability, gained at 7th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only marks.

Non-lethal Resistance: At 8th level, the bloodhound gains damage reduction 15/magic against non-lethal damage.

Ignore Magical Barriers (Ex): At 9th level, the bloodhound gains spell resistance equal to 15 + his bloodhound level against magical barriers (*wall of force*, *entangle*, *prismatic wall*, and so forth).

Find the Path (Sp): At 10th level, the bloodhound can produce an effect like a *find the path* spell cast by a druid of the bloodhound's character level. It is usable three times per day.