

The Fate of Alain

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Ratik

Version 1.0

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A trip to the Loftwood to help secure the territory of House Bredivan leads to an unusual revelation. Is it true? Can Alain really be alive? There's really only one way to find out... A one-round Regional adventure set in Ratik for characters level 1-9 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], RTK3-05 *The Ungoblin* [Matt Lau] and RTK3-06 *The Whispering Tide* [Matt Lau].

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

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

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

Living Greyhawk LEVELS OF PLAY

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Prince Alain is dead, eaten by gnolls. Nothing short of a *true resurrection* will bring him back. But that has never stopped the rumours, mostly sprung from hope, that he somehow survived and was captured instead. There was enough faith in his survival that, in 590 CY, Archbaroness Evaleigh herself embarked on a secret mission to rescue

her husband. This endeavour failed, and Evaleigh was captured and enslaved in Spinecastle. She has been held captive ever since, for some six years.

The Archbaroness ruling the country is actually one of Evaleigh's handmaidens, someone without the training or ability to manage the country. Only the support of Hengon Mogotten, the War Wizard, and the man who disguised her in the first place, has helped the fake Evaleigh get by over the intervening years.

Through subtle means – she is a rogue, after all – Evaleigh managed to hide her identity for some time, leaving her captors to assume she was just another mercenary adventurer. However, she eventually slipped up and her wedding ring was discovered, leading her captors to reevaluate her worth. The ring was passed around various allies until it was recognised as one of a matched pair and Evaleigh's identity was revealed. Thus Evaleigh was returned to Ratik, to another slave camp in the Loftwood, where she would be used as a pawn in a game to undermine the government.

However, agents loyal to Ratik intercepted a courier in possession of the ring and learned that a captive of the highest nobility was being held. The loyalists added up the clues and came to a conclusion – reasonable given the obvious evidence, but wholly wrong – Prince Alain is alive and being held as a slave! Rescue plans were quickly hatched.

Jeron Redwater, a wizard assistant of War Wizard Hengon Mogotten, was charged with leading the rescue mission. He and a band of loyalists headed into the Loftwood, there to meet with a skilled band of mercenaries hired for the infiltration and rescue. But then events took a turn...

ADVENTURE SUMMARY

Introduction

The PCs are in the Loftwood, charged with a hunt and destroy mission in the area around Fort Bredivan, where the lord is finally reclaiming his territory with the aid of mercenaries recruited from across the Flanaess. They find their nominated target has already been eliminated and instead must make their way back to the rally zone. However, on the way they overhear the sounds of someone being chased in the woods.

Encounter One – Saving the Runner

The PCs cross paths with a heavily injured scout being chased by a small band of gnolls. When the PCs rescue the fugitive they learn that she is a member of a mercenary adventuring band who were supposed to rendezvous with a Ratikan group nearby. The scout explains that she and her fellows were unexpectedly ambushed by gnolls and goblins and either slain or captured. She urges the PCs to escort her to her rendezvous, for which the group is overdue.

Encounter Two – Recruitment

The PCs deliver the ranger to the warband led by Jeron Redwater, who is dismayed to learn of the interception of the expected group. Jeron desperately asks the PCs to take the place of the other group and explains the reason they have gathered – to rescue an important captive... Alain. Assuming the PCs agree to the request they spend some time mingling with the assault group and possibly making friends. At the very least a rapport is established so that there is some weight to the impact of casualties later on.

Encounter Three – Patrol

On their way to the slave camp the PCs cross paths with a scout patrol and have to decide how to deal with them. The fate of the scouts will determine how alert the camp is later on, and have an impact on the fate of the attackers.

Encounter Four – The Rescue

At the pre-arranged time, Jeron's group attacks the camp, giving the PCs the diversion they need to sneak in. Through stealth or brute force they make their way to the area where the noble captive is being held. Expecting to find Alain, they will hopefully be suitably astounded to discover that the captive is actually Evaleigh. Nonetheless they must get out of there as quickly and as safely as possible.

Encounter Five – Interlude

This short encounter allows the PCs to learn more of how Evaleigh got where she is, and to try and wrap their heads around things.

Encounter Six – Hunted!

With a rather unwell Evaleigh in tow, the PCs return to one of the pre-arranged rallying points. However, they are being pursued, since the gnolls aren't prepared to give up their rather important prisoner so easily. The PCs must either fool and elude the pursuit, or stop and engage their foes. And they must keep Evaleigh alive in the process.

Conclusion

The PCs rendezvous with the survivors, if any, of Jeron's assault group. The wizard is, of course, quite astonished at the revelation of the captive's identity. Nonetheless, the PCs have affected a daring rescue of Archbaroness Evaleigh, who is not one to forget favours, even if events must by necessity be kept very hush hush.

PREPARATION FOR PLAY

This is the first regional adventure for the newly resurrected region of Ratik. If appropriate the DM should check if any PCs have Nyrond and environs meta-regional favours that might apply. Likewise there may be some old Ratik favours from the initial incarnation of the region.

The DM should be very careful throughout to run the game as if Alain is indeed alive and is the real goal of the mission. Care should be given not to telegraph that Evaleigh is the one to be rescued. Hopefully this will maximise the surprise and shock when the identity of the captive is revealed.

Otherwise, it is recommended that the DM familiarises his or herself with the background on the Archbarony of Ratik. This can be found on the regional website (ratik.rpga-apac.com).

Finally, have players note their skill totals in Listen, Spot and Move Silently (and Search for elves), and pre-roll a number of d20 rolls. This will help to maintain a degree of secrecy in situations where there might be surprise.

Pronunciation Guide

Some of the names in this adventure might prove to be a little challenging, so we've decided to provide a short guide to the more obvious ones...

- Alain: al-AHN (not al-EYN)
- Fjirin Snerev: FYEE-rin sneh-REV
- Fruztii: FROOZ-tee
- Kludde: KLOO-duh

INTRODUCTION

It is the twentieth day of Harvester, 596 CY.

For several years the territory of House Bredivan within the Loftwood has been in the hands of enemy forces. Under the leadership of a shadowy chieftain – rumours would have it that this person is an elven outcast – humanoid bands held Fort Bredivan despite the best efforts of the lord and his loyal troops to cast them out. The effort has all but bankrupted Krevik Bredivan but recently, thanks to a good marriage for his daughter Kitavia, the House's coffers are full once more.

Thus it is that you found yourselves amongst the gathered forces as the campaign to recover the lost Bredivan lands built momentum. In the latter stages your small group was assigned a search and destroy mission – your task was to locate and eliminate a supply camp behind the enemy lines. There were some brief encounters – swiftly resolved – with groups of goblin scouts, but for the most part you had little trouble reaching your destination after a day and a half of careful travel.

There, however, you were met with a surprise, for your target had already been destroyed. The signs indicated that foresters were responsible for the attack and slaughter of the supply camp. Whether this was pure coincidence or a result of miscommunication is not known. What is apparent is that the task assigned to you has been done by someone else, leaving you at a loose end.

Firstly, allow the players to introduce their PCs and note their skills and personalities as appropriate. They have been banded together for a couple of days, so they should at least have a basic familiarity with each other.

Obviously the first matter of concern will be the camp. There are a dozen dead male goblins, two of whom are bigger and tougher looking than the rest. There are enough signs – footprints, broken arrows, a shattered buckler, a leather greave – to make it apparent that human or half-elven foresters were responsible for the attack. The camp has been rendered completely useless, with the supplies there taken or ruined.

A PC with the Track feat can make a DC 15 Survival check to determine the attack happened no more than two days beforehand. Likewise a DC 15 Heal check can determine the goblins have been dead for around two days.

Anyone attempting to follow the tracks of those who attacked the camp find that after a short distance these tracks have been expertly removed. Whether this was done by skill or by magic cannot be determined. What is important is that they disappear and may not be followed.

Most importantly, however, this location is not crucial to the primary plot of the adventure. Thus, once the characters have taken stock of the situation have them make DC 15 Listen checks. Success means that they have heard the sounds of hurried movement in the forest, perhaps a hundred yards or so away.

DM's Note: The Listen check DC takes distance in account. Ordinarily it would be an automatic success if not for the effects of Forest terrain.

Anyone who achieves DC 20 or higher will further note that there are two groups, and that the rearmost sound like they may be goblins.

If the PCs investigate, the encounter takes place away from the camp in the forest. If they appear reluctant, have the encounter come to them...

Proceed to *Encounter 1*.

ENCOUNTER 1: SAVING THE RUNNER

If the PCs investigated the ruckus, read the following, paraphrasing as necessary:

From your position in the camp, the trees and undergrowth make it difficult to see clearly what might be going on. A closer inspection, however, reveals a hunt in progress... albeit a sinister one. A young woman, possibly of Friztii heritage, garbed for the outdoors and armoured, staggers along in tangent to the ruined camp. It is plainly obvious that she is wounded and exhausted, and the quiver on her back is empty.

Behind her, leering and snarling, are a half dozen goblins. They too seem a little out of breath, but in much better condition than the young woman. It appears that they are now in the process of closing in for the kill...

If the PCs did not investigate the ruckus, read this instead, paraphrasing as necessary:

As you wait and listen, the noises get closer. Soon enough a bedraggled young woman, possibly of Friztii extract, staggers into the ruined camp and tumbles to the ground. She is obviously wounded and exhausted to the point of near collapse. Her quiver is empty, but she has had the good sense to keep her bow just in case.

A hundred feet or so behind her, a half dozen goblins leer and snarl in glee as she falls. They seem intent on closing in for the kill.

The fugitive looks over her shoulder in desperation, and then she notices you for the first time. Is that a glimmer of hope in her eyes...?

If the PCs have taken the precaution of assuming cover or hiding, then they may act in the surprise round. The goblins are intent on their hunt are not as alert as they otherwise might be.

Should the PCs have followed the noise then they can dictate when combat occurs and at what range, but the goblins will catch the fugitive 3 rounds after they are sighted.

If they waited at the ruined camp then the goblins start 120 ft. away from the front of the group.

DM's Note: The terrain should be considered Medium Forest. Details of such terrain may be found on page 87 of the DMG.

All APLs

🗡️ **Fjirin Snerev:** Female human Bbn2/Rogr1; hp 28, currently 8; Appendix 1.

All APLs (EL 2)

👹 **Goblins (6):** hp 6, 5, 5, 5, 4, 4; *Monster Manual* 133.

Tactics: Fjirin is currently exhausted (see page 308, PHB) and will do little but defend herself at this stage.

The goblins were not expecting the PCs and are not the bravest of creatures. Unless things go particularly well for them, they will flee as soon as they can, but in a fighting retreat.

Two of the goblins are archers (attack bonus +3), and are armed with Small shortbows (1d4, x3). Each archer has a dozen arrows, of which three are poisoned with black adder venom (DC 11 Fortitude save resists, 1d6 Con/1d6 Con).

After the fight

The assumption is that the PCs and Fjirin will survive this encounter. If this is the case then Fjirin will thank the PCs for their aid, as well as thanking the gods for the timely luck. Then she will attempt to convince the PCs to help her some more.

Fjirin can provide the following information for free:

- Her name is Fjirin Snerev, and she is a hunter from the north of Ulthek.
- Her mother was a Fruztii woman who lived for a time with a Ratikan trapper. Her father was killed by wolves and so her mother returned to her tribe, where Fjirin was raised. Following her mother's death from sickness, Fjirin made her way to Ratik to learn more of her father's people.
- She is the junior member of a band of mercenary scouts, who have recently been operating in the Bone March.
- The others are Higard, the leader, a skilled male human ranger; Kludde, a female dwarven cleric; Jonev, a male human rogue and sorcerer; Ollo, a male human barbarian; and Allyn, a female half-elven druid.
- The group was en route to a rendezvous with agents of the Court when they stumbled across a large band of orcs and goblins. The band has a handful of shamans in their number.
- The band seemed to be a hunting party heading for the mountains, and it appeared an unfortunate chance encounter. They were using magic to mask their presence, which is why Fjirin's group didn't avoid them.
- The fight went badly for her group, and Kludde and Jonev were killed early in the piece. Allyn was on her last legs when Ollo charged a hole in the ranks and told Fjirin to run for it.
- Higard yelled out for her to report to the rendezvous and tell what happened. When she seemed reluctant to leave, he ordered her to go. She still feels guilty at 'abandoning' her friends.
- As she fled to look for help, Fjirin saw the band closing around her remaining friends. Then a few orcs and goblins started to chase her.
- She shot dead the orcs and a couple of goblins but then ran out of arrows, and the pursuit continued.
- She needs to get to her group's contracted employer, a man called Jeron, to report what has happened. She knows him to be a subordinate of Ratik's War Wizard, Hengon Mogotten.
- The group were requested to rendezvous in a forest glade south-east of Icespan Falls.

Fjirin is determined to make her way to the rendezvous point. She'd do so without the PCs' aid, which is obvious, but she would feel happier with an escort.

Any PC who succeeds in a DC 12 Knowledge (Local, NMR) or Knowledge (Geography) check will know that Icespan Falls is on the eastern edge of the Rakers, due east of Daberestead, and that it is only a slight detour from the path needed to return to their rally point. It is about 15 miles away, to the west.

What Fjirin isn't saying

Fjirin does know more, but she is reluctant to say so, since it is privileged information. A successful DC 15 Sense Motive check will reveal that she is withholding information.

A DC 15 Diplomacy or Bluff check, or a DC 20 Intimidate check, can make Fjirin reveal that her group were hired to take part in a secret and risky mission for the Ratikan Court, one of some importance. Her group was going to take part in some sort of infiltration. She knows nothing else, but expected to be briefed further at the rendezvous.

What if Fjirin was killed?

It is possible she may die, leaving the PCs with no hook. In that case, should they search her body, they will find a note that says, "Under Icespan Falls. Jeron awaits on Harvester 21st."

DM's Note: The date will be the day following that of the encounter.

What if they try to find Higard & co?

Some groups might want to recover the bodies of Higard and his fellows immediately. Fjirin admits she wants them to be recovered, but it was made clear she was meant to report to the rendezvous point. If the PCs are adamant, though, she can be convinced to show them where the bodies should be. It is a simple matter to retrace her steps and find the looted and mutilated corpses of the other group.

However, this takes half a day and will result in the PCs being delayed for arriving in Encounter 2. This means that an unneeded hold-up has been added, however, and when the assault takes place in Encounter 4, the casualty tracking should occur at one step higher on that table.

Recalcitrant Groups

It may be that some groups are determined not to take the obvious hook, and decide to continue with their 'official' mission. In this case, allow them to return and report in. Should this happen, their superior will task them with investigating the matter further, and send them to the rendezvous at Icespan Falls. Again, the casualty tracking in Encounter 4 will be one category worse.

ENCOUNTER 2: RECRUITMENT

Travelling through deep forest slows your passage, but you make steady progress and after perhaps half a day of solid trekking you see the foothills of the Eastern Rakers looming over the treetops. Not long

after the thin mist-enshrouded sliver of Icespan Falls can be seen, and you know you are near. Fjirin seems to know intuitively where you should be heading and it comes as little surprise when a previously unseen woodsman steps into view a little way ahead of your group and politely calls you to a halt.

The woodsman is one of the outlying scouts for the group they seek, and he will initially ask their business. It is a simple task (DC 12 Bluff or Diplomacy check) to convince the fellow of their need to be there, and he will wave them on, giving them brief directions to the main camp.

If the PCs fail in this check, Fjirin (if with them) will scowl and identify herself, gaining the group passage.

DM's Note: Showing Fjirin's note, should she have been killed, provides a +2 circumstance bonus to the test, and allows a second test if the first was done without it (and failed, of course).

Making your way past the picket line you walk a little way further until a well concealed camp comes into view. A quick guess would put the number of people in the camp at a few dozen or slightly more. Again you are questioned by cautious guards and then you are directed to a tent, not much bigger than others you can see, which lies near the middle of the area. At the tent, a guard asks you to wait whilst he murmurs something to someone inside. Then he nods for you to enter. Inside is a lean, stressed looking man in green and brown robes. He beckons you to sit on the camp stools circling a small campaign table. "Greetings," he says in a tired voice, "I am Jeron Redwater, assistant to the War Wizard Hengon Mogotten. I think we need to talk."

Allow the PCs (and Fjirin, if she is accompanying them) to give a quick summary of their experiences to Jeron. He will listen attentively, asking pertinent questions if some points are not clear.

🔮 **Jeron Redwater:** male human Wiz9.

If anyone is unsure of Jeron's identity and authority, then they can make a DC 12 Spot check to notice various paraphernalia in the tent that hints at the occupant's importance. In addition, anyone succeeding at a DC 15 Knowledge (local, NMR) or DC 18 Knowledge (nobility & royalty) check can identify that Jeron is indeed the War Wizard's aide.

Jeron will show some dismay at the fate of Higard's band, noting that a mission to recover some remains for restoration of the group will be necessary, but after important matters are dealt with.

Interlude

After listening to the report of the PCs and Fjirin, Jeron will tell them he needs to consider this new information. He will ask the group to leave him be for the time being, suggesting they find some place to camp for the time being, recommending Obroon as the man to talk to for help (see *Meeting the Company* below).

Recruited

Not long after, a guard will ask them to return to Jeron's tent. In the background sharp eyed PCs (DC 15 Spot check) will notice a number of charts on the table that appear to involve forms of divination (DC 15 Knowledge (arcana) check).

With the expected group missing, Jeron has decided to make do with the next best option – the PCs...

With a frown of consternation on his brow, Jeron looks at you in silence for a moment, appraisingly. "Well," he says, "this is a pretty mess. I had planned for Higard to be here. But needs must prevail, I believe. You seem a capable band, trusted enough with dangerous tasks and obviously fashioned from sterner stuff than most. Tell me, can you be relied upon to shoulder the responsibility of Higard's band? Would you act in their stead and partake in a dangerous mission of no small importance? This is a matter upon which the immediate future of Ratik may hinge..."

Jeron will ask the PCs if they are willing to assist in the rescue of an important personage. The team's task will be to infiltrate a nearby humanoid camp whilst he and his company provide a diversion in the form of a frontal assault. He will not provide further information – beyond stating it is a matter of utmost importance – until the PCs swear a formal oath of loyalty to the mission and agree to lend their services to the enterprise.

If the PCs seem reluctant, and Fjirin is present, then she will immediately volunteer, and try to get the party to join in. Use scorn or disappointment on her part, as is appropriate for how she and the group have interacted, if they remain unwilling.

Should anyone ask for payment, Jeron states that he has little on hand to offer, but promises that anyone helping in the success of the mission will be well rewarded, either in money or favours.

If the PCs still refuse to take part, so be it. Their adventure is over, and the appropriately reduced rewards, what little there are, are theirs.

If the PCs sign up for the venture, then continue.

Mission briefing

After thanking and congratulating the PCs for coming on board, Jeron reveals the following:

- Only a few weeks ago, a courier travelling incognito was captured by agents of the Court, having been trying to peddle some special goods.
- The courier was found in the possession of a special ring. Only two of its kind were ever made, and though damaged it was readily identified. The two identical rings were wedding bands owned by Alain IV, and his bride, the (now) Archbaroness Evaleigh.
- The courier admitted under 'questioning' that the owner of the ring, a slave held in a gnoll camp beholden to Spinecastle, is alive. All the courier knew is that the ring's owner was a 'fallen noble' and that he was to find a bidder willing to buy a valuable hostage.
- Rumours have stated all along that Alain IV was not killed by gnolls, but was instead taken as a captive to Spinecastle. Now there is proof of his continued existence.
- Subsequent investigations have revealed the location of the camp where Alain is being held. It is a hill fort near the fringes of Ratikan territory in the Loftwood. It is populated by a large group of gnolls and their goblin servants, though other humanoids may be there as well.
- The captured courier has confirmed the likelihood that an important hostage would be kept in the chief's hall and closely guarded.
- In the meantime Jeron and his company will make a brazen frontal assault on the camp to form a diversion. Given the expected numbers, it is likely that this assault will fail and result in severe casualties on the part of the attackers, but this is a fair price to pay for the return of Alain. All of the company are volunteers, and know the risks.

What's expected of the PCs

- Higard's group were intended to be the infiltration team, but in their absence that task needs to be given to others. This is what Jeron wants the party to do – steal in whilst the battle distracts the gnolls and free Alain.
- They will be provided with limited magical resources to aid their task – potions and scrolls.
- The PCs are expected to travel, without being detected, to the gnoll camp. They must be there for dawn of the day after tomorrow. They should remain hidden until signalled to proceed.
- They should avoid any enemy scouts if they can. Should this prove impossible then any enemy encounter must be totally eliminated, so that they cannot report back.
- Soon after dawn on the appointed day, the signal for them to start their mission will be given. This will either be an eruption of fire (*fireball*) or a cacophonous noise (*sound burst*).

- Once they have achieved their objective, they should set one of the buildings alight (which one doesn't matter) with a provided flask of alchemist's fire that will burn with a green flame.
- When out of the camp they should travel parallel to the ridgeline, northeast, and rendezvous at the end spur of the mountains. A provided pouch has contents (dust of tracelessness) that, if sprinkled over their path, will conceal their passage.
- If it seems that none of the assault group survived, which may be likely, then they are to escort Alain to the nearest safe settlement in Ratik – most likely Daberestead.

To assist in their task, the group are provided with the following:

- 3 scrolls of *knock*, 3rd level caster.
- A flask of alchemist's fire (as mentioned).
- A pouch of *dust of tracelessness* (as mentioned).
- A *potion of cure serious wounds* (for Alain).
- 8 *potions of invisibility* (APL 2 only).

DM's note: Jeron is utterly convinced that Alain is alive and in need of rescue. He has no idea as to the true identity of the captive.

Meeting the company

After the meeting with Jeron is concluded, he will take the party outside to introduce them to the rest of the company, suggesting that they get some good rest, for the next day or later in the night, they need to be on their way.

Jeron will introduce them to a number of people, but some prominent identities are listed below. In general, the company will be welcoming and friendly. The PCs have been assigned a crucial task, which means they must be worthy of respect and honour. The others will give words of encouragement and will offer minor goods and assistance to the PCs. The party should be left with a strong sense of camaraderie.

DM's Note: If time permits, roleplay the PCs mingling with the company. Try to get them to establish a connection with the other people. In this way, casualties from the forthcoming battle may actually mean something to them.

☛ **Darmid:** male human Rgr10. Jeron's second-in-command is a soft spoken man with an air of utter competence.

☛ **Morgan Greenfield:** male human Rgr8. A senior scout who is happy to pass on his knowledge of the local area to help the PCs. He can give them rough details of the fort (see Encounter 4) as appropriate for scouting from the outside and at a distance.

🔥 **Obroon Ukamanini:** male dwarf Rog4/Rgr2. The company scrounger is a veritable treasure trove of useful knickknacks.

🔥 **Padre Jamba:** male human Clr7. A priest of Trithereon who is quite the friendly motivator.

🔥 **"Miss Fortune":** female human Sor6. A riotous and foul-mouthed woman rumoured to have abandoned her husband for being 'tedious'.

🔥 **Vineth:** male half-elf War2/Rog1. A young dogsbody who accepts much teasing with a good-natured smile.

Scrounging

The PCs might decide to gather together some useful gear for the task at hand. Their best bet is to deal with Obroon in this instance. They can get a handful more flasks of alchemist's fire, ropes and a couple of grappling hooks. Spare weapons aren't a problem, but there is no spare armour beyond a couple of extra wooden shields or bucklers. Should PCs have a *Heward's Handy Haversack* or a *Bag of Holding* then they might be able to knock up a scaling ladder to take with them.

Travelling with company?

As previously mentioned, if Fjirin is present she will be eager to take part in the rescue. Jeron is disposed to accept this offer. It is up to the PCs whether she may join them or not. It will take a DC 15 Bluff or Diplomacy check to rebuff her offer without raising her ire or resentment.

DM's Note: If Fjirin is rejected then she will join the main assault, and if there are casualties she will be amongst the first killed.

ENCOUNTER 3: PATROL

Rain marks your departure as you leave the main camp and note the grim salutes of farewell from members of the battle company. Thoughts of impending slaughter obviously linger in many minds as you make your way into the thick forest. Despite the heavy canopy of leaves the rain nevertheless drips onto you throughout your journey, presaging the cold snow that will soon blanket the land in months to come.

The light rain continues ceaselessly, and streams babble and run throughout the Loftwood as soggy ground squelches under your feet. You clamber up and down wooded valleys, and cross running streams over log bridges and stone fords. Steadily and carefully you cover the miles as the day passes.

At this point the DM should have the party declare their marching order and note their pattern and distances from one another.

Make it clear to the players that they have to find a balance between being stealthy and maintaining a decent rate of movement. This is particularly true if any party members move at less than 30 ft. per round. Remember that characters moving faster than one half their normal movement rate suffer a -5 penalty to Move Silently checks.

DM's Note: If the PCs move at a sustained pace of 15 ft. per round or slower then they will have no time to do any scouting of the fort when they arrive, and will be in the thick of things straight away. Make this point clear to the players.

Optional interludes

If time allows, the DM might throw some red herrings in the path of the PCs prior to hitting them with the main encounter. With judicious use of Spot and Listen checks, and Hide and Move Silently rolls, a few imaginary moments of tension might mean the players don't automatically jump into battle readiness at the first hint of boxed text.

A few sample encounters might include a rickety rope bridge, a slippery river ford, or an inquisitive woodland creature.

This is also a chance for the party to establish a *modus operandi* for dealing with obstacles in a cohesive manner.

Another bridge to cross

DM's *Aid* 2 provides a map of this encounter.

Just before dusk, when the shadows have deepened under the canopy, the PCs come to another river crossing. This one involves a great log, some two dozen feet long and about six foot in diameter. The bridge lies in the middle of a steep river valley about 200 ft. across and 50 ft. deep. The bridge is actually just a fallen log some 20 ft. long and lies across the stream (10 ft. above it) which at that point rushes over jagged and slippery rocks.

The bridge itself is old and rotting underneath. At lower APLs this only results in chunks falling off and clattering on the rocks in the stream, effectively forming a natural alarm. As the APL increases, the log appears more solid, when in reality it is actually more rotten underneath. At APL 8 there is a chance for the bridge to collapse and roll, tumbling onto anyone unlucky enough to be on (and possibly soon underneath) it.

Should anyone decide to cross the stream itself, a few factors come into play. The banks slope steeply (45 degrees) into the stream which, though shallow (3 ft.), is quick and filled with rocks that are both sharp and slippery. Effectively it is impossible to get the necessary running jump, so a DC 20 Jump check is required to cross the stream. To walk across the rocks requires a DC 20 Balance check. Failure in either check results in 1d6

damage, as well as the PC being soaked through and looking foolish.

As luck would have it – and doesn't it always – enemy scouts are in the vicinity. In fact, the enemy scouting party consisting of a goblin and his wolf or worg mount, and possibly a wolf animal companion, are approaching the bridge themselves. Initially unaware of the PCs, they are angling down the slope on the opposite side of the river, on an approach nearly parallel to the stream. This means the scouts are effectively coming closer on a path perpendicular to that of the group.

Due to the density (Medium Forest terrain) of the forest, visibility is limited to 80 ft. This means the groups are likely to hear each other before they are in sight. Unless the PCs are making considerable noise the scouts hit the 80 ft. mark just as the first PC is encountering the bridge. Make opposed checks for Hide/Move Silently against Listen/Spot to see how things happen.

DM's Note: Remember to apply the -2 per 10 ft. modifier to Listen checks, and -2 to Move Silently within undergrowth. See DMG p.87 for more details on Forest terrain. Consider this location to be Medium Forest.

If neither side notices the other then they become mutually aware 2 rounds afterwards when the scouts reach the 30 ft. range.

APL 2 (EL 2)

- **Scumspit, Goblin:** hp 6; *Monster Manual* 133.
- **Large Wolf:** hp 50; Appendix 2.
- ↗ **Rotting Log Trap:** CR 0; mechanical; proximity trigger; no reset; DC 12 Balance check avoids; noisy; Search DC 14; Disable Device DC 14.

APL 4 (EL 4)

- **Scumspit, Goblin Scout:** hp 21; Appendix 3.
- **Worg:** hp 30; *Monster Manual* 256.
- ↗ **Rotting Log Trap:** CR 0; mechanical; proximity trigger; no reset; DC 14 Balance check avoids; noisy; Search DC 16; Disable Device DC 16.

APL 6 (EL 6)

- **Scumspit, Goblin Scout:** hp 35; Appendix 4.
- **Wolf:** hp 13; *Monster Manual* 283.
- **Large Worg:** hp 115; Appendix 3.
- ↗ **Rotting Log Trap:** CR 0; mechanical; proximity trigger; no reset; DC 16 Balance check avoids; noisy; Search DC 18; Disable Device DC 18.

APL 8 (EL 8)

- **Scumspit, Goblin Scout:** hp 35; Appendix 5.
- **Wolf:** hp 13; *Monster Manual* 283.
- **Large Worg:** hp 115; Appendix 4.
- ↗ **Collapsing Log Trap:** CR 6; mechanical; proximity trigger; no reset; DC 20 Reflex save avoids; (10d6, fall and crush); multiple targets (all targets on the 5 ft. x 20 ft. space of the log); Search DC 20; Disable Device DC 20.

Tactics: The scouts have no interest in an extended combat. It's not their job to get involved in a fight. However, they are cocky enough to engage if only one or two characters (including cohorts and animal companions) are spotted.

As soon as they become aware of the larger party they will attempt to depart. They will do this carefully and quietly if they think they have not been noticed. Otherwise they leave at speed, putting trees between them and any assailants.

If close combat is unavoidable, the goblin will order the wolf/worg (and the other wolf if it's present) to engage the PCs whilst he tries to scurry away.

At a last resort (when reduced to ¼ hit points or less) the goblin will surrender and plead for its miserable life. The worg fights to the bitter end, becoming more desperate and vicious as it goes.

DM's Note: At APL 2 the wolf will attempt to flee if its goblin master is killed and it has taken more than half damage.

ENCOUNTER 4: THE RESCUE

After careful travel through the forest, you come to the site described to you. An ominous prospect it is indeed. Within a large cleared area a sturdy looking hill fort can be seen. With formidable earthworks capped by a wooden staked wall, and signs of several dozen inhabitants at least, the fort seems no easy target. Your task is to be made easier by the distraction of the frontal assault, and from seeing the defences the bravery or foolhardiness of those attackers is plain.

No doubt the PCs will want to take stock of the situation. If they made the journey in a timely fashion (a sustained rate of 20 ft. per round or higher) then they can easily get a rough idea of the layout by spying from the top of a nearby bluff. In this case, give the party Player Handout 1. The DM should refer to DM Aid 3.

DM's Note: The best place for the PCs to scout from is on the right side of the map, where the ground is higher. It slopes away downwards on the left side. The main group will approach and attack from the top and bottom.

There is a clear zone around the fort of about 100 ft., and pickets have been posted a further 60 ft. into the woods. So long as the party remains around 80 ft. or so from the pickets, they will be safe if they stay quiet. In short, so long as they stay about 250 ft. or so from the walls they are unchallenged.

If the PCs decide to start eliminating the pickets, then assume each placement consists of two gnolls (but no worgs or consort) as for APL 2 below. These are additional unnecessary encounters which do not award xp. For each group eliminated, add 1 to the effective rounds of combat required for the assault detailed later.

Likewise, there is a chance that unwary groups might be noticed by the pickets, who will engage at first, but draw back when they seem to be losing. Use opposed

skill checks as appropriate (remembering the effects of terrain as detailed in Encounter 3).

What if they charge on in?

Certain groups may have the ability to use magic to form a considerable assault of their own, and possess enough arrogance to think they can win on their own without following the plan.

If this seems to be the case then warn them just the once that gossip amongst the assault group indicated there might be a few shamans in the camp, of no small ability.

If they persist, then let them attempt an assault. However, this will attract the attention of the camp's defenders, who will focus their efforts at the PCs. This will mean every PC must suffer 10 ranged attacks at an average of +8 for 1d8 damage per round. In addition, the DM should cast whichever spells seem appropriate for defenders capable of dealing with APL 10-14 parties. *Dispel magic*, *bestow curse*, *flamestrike* and other such spells are also appropriate.

Finally, the actions of the PCs will result in Evaleigh being whisked away by senior gnolls, and thus the failure of the mission.

The PCs will each receive the *Unreliable* item on the Adventure Record.

DM's Note: This only applies if the party decides to attack separately from the main assault. If they wish to get colourful but remain true to the plan (ie. wait for the signal, and use the green alchemist's fire to indicate they've got Evaleigh) then it does not apply. This is only for hotheads.

The Camp

Over time the humanoids have fashioned themselves a well established hill fort. They have deforested the surrounding area in order to make the camp, with wood being the main construction material. Unless otherwise noted, the ground is well-pounded earth, with the few weeds struggling up insufficient for an *entangle* spell.

- A. The ramparts consist of two earthen mounds separated by a ditch. The first mound is 15 ft. tall, followed by an 8 ft. deep ditch, and then another 15 ft. tall mound. This results in the top rampart being nearly 25 ft. tall. The ramparts are further defended by 8 ft. tall wooden walls, creating formidable defences.
- B. The heavily defended front gate complex twists in an 'S' shape, channelling access between the walls and then into an entry yard. During an attack there will be dozens of defenders here.
- C. The second entry mimics the first, but there will be less defenders during the attack, as only a decoy thrust is made here.
- D. An avenue of spiked poles leads from the front entrance to the camp. Impaled upon each pole are

various corpses or heads of those unlucky souls who have earned the chief's ire.

- E. This large crude wooden building is home to the gnoll chief, who engages the main attacking force. Pennants fly from the roof. In the back of the building is an iron cage with a locked door (2 in. thick, hardness 10, hp 60, AC 5, Break DC 28, Open Locks DC 20). Chained in here is the chief's prized prisoner, Evaleigh. She is manacled around the ankles (hardness 10, hp 10, AC 5, Break DC 26, Open Locks DC 20) to keep her out of trouble.
- F. Larger wood and hide huts house the chief's more trusted lieutenants.
- G. This stone building is a temple to Erythnul.
- H. Wood and hide huts house the camp's shamans.
- I. Most of the buildings in the camp are wood and hide huts for the ordinary warriors. Each hut houses from 1 to 3 warriors.
- J. These huts house the few non-combatant females and youngsters in the camp. The northern-most hut near the entrance to the enclosure is reserved for the senior female.
- K. The slave huts are made of wood and mud, and each is barred from the outside. Up to 5 slaves are crammed into each hut at a time. The slaves are a mixture of races, including humans, non-humans and disgraced humanoids.
- L. Atop an earthen mound in the middle of the camp is a wooden signal tower, manned by a single adolescent gnoll. A signal fire can be lit here if it seems the camp might be in too much trouble, signalling to gnolls up in the nearby mountains.
- M. This enclosure houses several worgs which either fight with the gnolls or are ridden in combat by elite goblin warriors.
- N. This stone building is a forge, where a gnoll weaponsmith makes axes and arrowheads for the camp. (Gnoll Exp3, AC 14, Atk +5 melee (1d8+4, battleaxe).)
- O. Various stockpiles lie around the camp. They hold lumber, furs and foodstuffs. Some are covered with hides to protect their contents from the elements.
- P. 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.
- Q. This is a vegetable patch where slaves under the direction of the females grow what they can as the environment allows.
- R. At these points are entries into small subterranean burrows where the subordinate goblins live.
- S. The camp's water comes from these wells.
- T. This wooden building is a smokehouse, for preserving the game hunted by the various gnoll rangers.

The Battle

Assuming the PCs wait and stick to the plan, then eventually they will see the attack start. The attackers form two groups and assault the main and secondary gates. Soon enough the pickets fall back, and the wall guards move to either end of the site to join in the combat. At that point the signal is given and the DM should start counting the rounds. This is used to determine what happens to their allies (see below).

DM's Note: Without explaining the dynamics, it should be made clear to the players that the amount of time they take will have an impact on the fate of the assault group. The quicker they are, the less casualties there should be.

The count can be done on a round by round manner, but to make matters simpler it takes 10 rounds (4 rounds at double movement and 6 rounds to scale both sets of walls) for the PCs to move from the very edge of the safe zone to cross the clear area and climb both sets of walls. This assumes a base speed of 30 ft. and that they have ladders or ropes and grapples.

DM's Note: If time permits, tension can be built by counting down the rounds and noting distances travelled. Be sure to reward ingenuity (eg. warp wood, special equipment, flying, etc.) on the part of the players.

Assuming they take a direct path to the chief's hall they will encounter no defenders until they get to the front of the hall.

If the PCs go roaming then they will encounter single groups of two guards running to different parts of the battle. Use the gnolls detailed below (but without worgs or consort). These are additional unnecessary encounters which do not award xp.

Finding the target

The PCs should already have a good idea that the person they seek is in the chief's hut. Smart groups will move directly to that position.

See DM Aid 4 for the layout of the hut. This large wooden structure has no windows and only one 8 ft. wide doorway. Effectively it is an artificial cavern. Further details follow:

- The doorway is covered by a thick heavy hide drape, which take a move action to push aside.
- There are two large support poles.
- There is a large fire pit in the centre of the hut. Anyone ending their move in one of these squares must make a DC 12 Reflex save or take 1d4 fire damage.
- There are two piles of sleeping furs that count as difficult terrain (PHB, p. 148).
- In one corner is the large metal cage holding Evaleigh.

There are two gnolls posted as guards outside the hut, whilst inside can be found one or more worgs, and the chief's consort at higher APLs.

APL 2 (EL 4)

- 👉 **Gnoll (2):** hp 9, 8; *Monster Manual* 130.
- 👉 **Worg:** hp 30; *Monster Manual* 256.

APL 4 (EL 6)

- 👉 **Gnoll Veteran (2):** hp 26, 26; Appendix 3.
- 👉 **Worg (2):** hp 30, 30; *Monster Manual* 256.

APL 6 (EL 9)

- 👉 **Gnoll Elite (2):** hp 62, 62; Appendix 4.
- 👉 **Large Worg (2):** hp 115, 115; Appendix 4.
- 👉 **Gnoll Consort:** hp 26; Appendix 4.

APL 8 (EL 11)

- 👉 **Gnoll Hero (2):** hp 84, 84; Appendix 5.
- 👉 **Large Worg (2):** hp 115, 115; Appendix 5.
- 👉 **Gnoll Consort:** hp 46; Appendix 5.

Tactics: The guards on the door are there to protect the chief's property. Since they are resentful at missing out on the big fight, they are eager for combat. Smart PCs might use this to lure them away from the hut, and they will certainly follow if the PCs appear to be fleeing. Beyond that, the guards fight tooth and nail to ensure no one gets into the chief's hall, as they know failure will result in an angry and vengeful chief. Thus they fight to the death.

The tactics of the worg(s) are simple – close in, trip and savage any intruders. If reduced to 25% hit points or less they will take any available avenue of escape, but if cornered will fight to the bitter end. At APL 6 and 8 one of the worgs will come out to fight (they can push past the drape) if they hear the sound of combat outside the door.

The consort will skulk in the shadows and avoid face to face combat. She uses one or more worgs to guard her, and tries to keep them between her and the party. She tries to confuse and separate the party, and is not above using Evaleigh as a hostage to preserve her life. If things look dire, she will either flee or plead piteously for her life.

DM's Note: If present the consort has a key to the cage on her person, otherwise it can be found hanging on a nail on one of the poles (DC 15 Search check to find).

👑 **Treasure:** The gnoll chief has a number of trophies scattered around that can be quickly looted. In addition, a DC 12 Search check will reveal a ring-wearing severed hand amongst the chief's various grisly trophies.

DM's Note: No, the hand is not Evaleigh's, it's not an elf's, and it's not magical. If someone asks it looks like a human male's preserved left hand (DC 15 Heal check to confirm this).

APL 2: Loot – 50gp, Coin – ogp, Magic – ring, *filcher's friend* (208gp).

APL 4: Loot – 50gp, Coin – ogp, Magic – ring of *lockpicking* (375gp).

APL 6: Loot – 50gp, Coin – ogp, Magic – ring of protection +2 (667gp).

APL 8: Loot – 50gp, Coin – ogp, Magic – minor ring of energy resistance (cold) (1,000gp).

The prisoner

Anyone taking the time to examine the prisoner in the cage will note that it is definitely not Prince Alain. A DC 15 Knowledge (local, NMR), Knowledge (Nobility & Royalty) or Bardic Knowledge check, or a DC 18 Intelligence check, will reveal the dirty, emaciated and bedraggled form as that of someone extremely similar in general looks to the Archbaroness.

The cage 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 hunched over, though if straight she might be a little over five feet tall. Sores cover her face and arms. She gazes at the opening in the cell with sunken red rimmed eyes partially veiled by her dirty blonde hair. After a moment, realization comes with a shock; the woman in the cell is Archbaroness Evaleigh!

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

No doubt this should cause some surprise (hopefully) but this is indeed the real Evaleigh. Despite her fragile state she is composed enough to inquire as to whether she might indeed be on the verge of rescue.

Evaleigh is a sharp witted woman who can be quite sarcastic when the mood takes her. She doesn't suffer fools, but encourages bravery and risk taking.

♦ **Evaleigh:** female human Rog9/Wiz3, hp 22; Appendix 1.

If asked why she is there, she will briefly explain that she attempted a rescue attempt some years before when rumours that Alain was alive reached her ears. She and her associates were either killed or captured.

She won't explain the full story, suggesting she can explain further at leisure if they would be so kind as to free her.

DM's Note: Details of what holds Evaleigh are detailed in location E above.

Getting out

Again, if the PCs do not fool around and take a direct path, they can easily get out of the camp whilst the battle rages. Logic would dictate that they throw the alchemist's fire as they climb over the walls, but there's no accounting for what goes on in players' heads.

Should they take an indirect route, hit them with random patrols as detailed previously, again for no additional xp.

If they use the dust of disappearance, read the following:

You take the pouch of dust given to you by Jeron and sprinkle it behind you. The light grey powder drifts to the earth. Instantly, your footprints disappear, leaving the appearance of undisturbed ground. The effect of the dust carries down the trail in an instant, leaving untouched ground as far as the eye can see.

The Fate of Alain's Rescuers

A force of 40 travelled 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 signalled with the alchemist's fire.

If the PCs reported in for their 'original' mission then the death toll is one category worse.

If the PCs recovered the bodies of Higard's band then the death toll is one category worse.

If the scout or worg in Encounter 3 noticed the PCs and got away, then the death toll is two categories worse.

If only the wolf got away (APL 2 only) then the death toll is one category worse.

If the scout never noticed the PCs and moved on unmolested then the death toll is two categories better.

For each picket group eliminated, add 1 round to the tally.

Number of rounds	Deaths	NPC Slain
Up to 10	0	
11 to 15	2	Fjirin Snerev*
16 to 20	4	Vineth
21 to 24	6	Obroon
25 to 27	8	Jamba
28 to 30	10	Miss Fortune
31 to 32	12	Morgan
33 to 34	15	Darmid
35 or more	20+1/rd	Jeron

*Only if she did not accompany the PCs

DM's Note: Do not reveal the state of the assault group unless the players specifically ask and have some means to investigate (eg. clairaudience/clairvoyance spell, flying familiars, etc.)

ENCOUNTER 5: INTERLUDE

Away from the danger of the gnoll camp, you have time to pause and scrutinise your new ward. Her hair is tangled, her skin is bruised, she is thin and wasted, and very, very dirty, and at some point her right hand has been cut off. Yet despite the exhaustion evident on her face, a hint of a sparkle

can be seen in her eyes; a hint that her spirit has not been entirely crushed.

At some point the PCs will no doubt like to examine the Archbaroness further, either to determine her condition or to question her some more. It should be obvious that they cannot dwell too long on the matter, but a few moments can be spared.

Evaleigh's condition

After years of mistreatment and forced labour, Evaleigh's statistics have deteriorated considerably, as noted in the Appendix. She has also suffered recent knocks and bruises, further reducing her hit points. Further, she is in a state of shock that will take some time to recover from.

The reduction in Evaleigh's Strength and Dexterity is due to a combination of fatigue (2 points each) and long term starvation (the remainder). Her Constitution has been reduced by disease. Finally her hit points are low due to mistreatment.

Evaleigh's physical ailments and injuries may be healed via the usual means, with one notable exception – her right hand cannot be restored. It is obviously an old wound that has healed some time before.

DM's Note: There are reasons not explained in this adventure why Evaleigh's cannot be regenerated. Simply put, for some inexplicable reason, it cannot.

Her mental fatigue will recover in time, but certainly not within the scope of this adventure, even with magical intervention. Such scars take a while to fade.

Evaleigh's tale

Married to Alain in 579CY as a political union, Evaleigh nonetheless grew to love her husband. Upon his death in battle in 586CY she was understandably devastated. When rumours of his capture came to light, she chose to believe them, and her subsequent investigations led her to think Alain was held captive near Spinecastle.

Never one to sit idle, in 590CY she gathered a group of adventurous associates and began to plan a rescue. The War Wizard Hengon Mogotten tried to dissuade her from this action, but instead she convinced him to lend his assistance by magically disguising one of her trusted handmaidens. Evaleigh had no doubt that her replacement, Lady Nadelle, could pull off the act for as long as the Archbaroness was absent rescuing her husband.

Sadly things went horribly wrong. Evaleigh does not know if it was pure bad luck or whether she was betrayed, but she and her companions failed in their mission and were captured or killed. She managed to hide her identity and was treated as another captured adventurer, and enslaved.

She suffered many years of brutality and ignominy, but refused to be overcome, even after she learned that her beloved Alain truly was dead and beyond recovery. Where her fellow captives succumbed in time, she

remained alive and determined to escape. In fact, it was after one escape attempt that her identity was revealed after she was recaptured. Her wedding ring, carefully hidden for years, was found by her captors and her true identity revealed.

Following her recapture she was moved from the camps near Spinecastle into the Loftwood, to the hill fort, where she has been held for several months.

DM's Note: Evaleigh will not reveal how she lost her hand, even if directly asked. All she will admit is that she suffered a situation she'd "prefer not to remember".

Evaleigh's questions

For herself, Evaleigh has questions of her own. She wants to know what the state of the nation is, with so many years past. She has questions about friends and family, the status of nearby nations, and current affairs. She won't ask the questions in a torrent, but instead sporadically, digesting the answers in turn before asking further questions.

Playing Evaleigh

Despite her fragile state, and that she is much in her shell, the vivacious confident woman underneath is occasionally revealed. She still has considerable poise, and a cutting wit. The Archbaroness has a strong sense of irony and can display incisive sarcasm. However she is also quick to compliment where sees such being deserved. The PCs no doubt will have an image of a self-involved indecisive airhead, but she should soon prove to be far from that.

Evaleigh will rarely engage in combat during this adventure; she really isn't up to it. That does not mean she will be a dead weight. She's smart enough to take cover, and to not be a burden and get in the way. She's also prepared to suggest alternate actions if the PCs seem about to choose to do something foolish.

DM's Note: Allow the PCs every chance to be the heroes of the moment, but if things start to look dire have Evaleigh take part and provide assistance. She will, of course, fight intelligently, flanking where she can and assisting the PCs as needed.

A few examples of how Evaleigh was played in the playtest may help to nail her personality:

- When noting a PC's display of skill, her dry comment might be "I would applaud, had I another hand to do so..."
- If pressed on proving that she is the real Archbaroness she may reply (in a slightly ominous fashion) "Give me some time and I will be happy to prove my authority..."
- If her rather drab appearance is commented upon, her dry response is likely to be "Please accept my humble apologies; I was not informed that I would be entertaining guests."

ENCOUNTER 6: HUNTED!

The first part of your task has been achieved, and perhaps the greatest danger has passed, but you have still to escort the Archbaroness to safety. At this moment, neither the safety of the noble lady nor that of your own is assured. It would appear that putting a safe distance between you and the fort would be a wise move.

Though the party have managed to elude the bulk of any pursuit, there is one skilled hunter from the gnoll camp who is on their trail. Despite the group's best efforts, this tracker, Rustymane, will manage to hunt them down – this is his turf and he knows it too well for some outsiders to give him the slip. In addition, should annoyed players query how they were found, the DM might indicate that he had the assistance of shamanic magic...

Rustymane will initially hold back at a distance, carefully closing the distance to the party. Unless the PCs set a rear guard, he will remain on their trail. If someone does hold back, then use opposed Move Silently/Hide checks against Spot/Listen checks.

DM's Note: The maximum distance for Spot checks is 100 ft. due to the forest, and Listen checks are reduced by 2 for each 10 ft. of distance. The terrain is considered Medium Forest (DMG p.87).

Otherwise, Rustymane closes in when the PCs pause for a break, be it to camp or to rest briefly. Again, apply opposed skill checks to determine if he is spotted.

APL 2 (EL 4)

➤ Rustymane Tanglefur, Gnoll Tracker: hp 44; Appendix 2.

APL 4 (EL 6)

➤ Rustymane Tanglefur, Gnoll Tracker: hp 59; Appendix 3.

APL 6 (EL 9)

➤ Rustymane Tanglefur, Gnoll Tracker: hp 86; Appendix 4.

APL 8 (EL 11)

➤ Rustymane Tanglefur, Gnoll Tracker: hp 104; Appendix 5.

Tactics: If he is unchallenged, Rustymane closes to 90 ft. and then shoots at Evaleigh (or the rear guard if there was such an encounter) in the surprise round. His intent is to disable her, rather than kill her. If it becomes obvious she cannot be recovered he will try to kill her, choosing her as his preferred target if no one poses a threat to him.

Once combat is joined he will keep on the move, trying to keep the party at a distance and using ranged combat so long as he has arrows. He will focus his fire at those capable of using ranged combat as well,

concentrating on the person most likely to be killed quickly, and so on.

If he runs out of ammunition he will close if he still has more than a third of his hit points (he knows the chief won't be kind if he breaks off too soon).

If reduced to a fifth or less hit points then Rustymane attempts to flee, unless it becomes obvious that there is no avenue of escape. If cornered and seemingly doomed, then in spite he throws himself at Evaleigh with fatal intent.

Fjirin will engage as needed, especially if PCs get in trouble at low APLs. The same applies to Evaleigh, though she will be in full defence unless really needed. In all instances, assume Fjirin starts as Evaleigh's bodyguard, freeing PCs to take the fight to Rustymane.

👑 Treasure:

APL 2: Loot – 3gp, Coin – ogp, Magic – composite longbow (+4 Str bonus) +1 (233gp).

APL 4: Loot – 53gp, Coin – ogp, Magic – composite longbow (+4 Str bonus) +1 (233gp).

APL 6: Loot – 26gp, Coin – ogp, Magic – buckler +1 (97gp), composite longbow (+4 Str bonus) +1 (233gp), leather armor +1 (97gp).

APL 8: Loot – 3gp, Coin – ogp, Magic – buckler +1 (97gp), leather armor +1 (97gp), seeking composite longbow (+4 Str bonus) +1 (733gp).

CONCLUSION

With the last enemy hunters hopefully far behind you, the miles are eaten away by steady travel. Keeping the bulk of the mountains to your left, you travel parallel to the ridge until it starts to peter out into low forested foothills. There you find the area where you are meant to rendezvous with whatever survivors remain of the assault group.

The party do not have to wait long before the other group arrives, scarred and battered. At this point the results of the battle can be revealed to the PCs, and they can show off their 'prize' to some rather astonished allies (assuming they were successful in rescuing Evaleigh and keeping her alive).

What happens next depends upon the results of the mission.

Evaleigh was not rescued

The gnoll encampment was too hard a nut to crack. Despite your best efforts it seems that whoever is being held captive within is being tightly secured. Perhaps another attempt might result in success, but it will need a bigger and more powerful group than that which you have recently been a part of.

You have done your best, which is acknowledged by the survivors of the assault group, and you part on good terms, with an unspoken agreement of unfinished business.

If the PCs dealt with Fjirin in a friendly fashion and she survived the adventure then they gain the Fjirin's Friendship item on the Adventure Record.

Evaleigh was recovered, but killed

Despite the odds you have managed to rescue a noble identity, if not the one you expected to find. Unfortunately the odds were stacked against you and she did not survive. For one such as she, however, death need not be permanent. Thus you can claim to have succeeded in your task.

Joining the remnants of the assault team, you make your way to Daberestead, where you are welcomed warmly by the gnome elders. The archbaroness' body is taken away with due respect whilst you are given a chance to rest and recuperate.

A few days later you and the other survivors are presented to a rejuvenated and much more aristocratic looking archbaroness, where you are roundly congratulated by the lady in question for your part in her rescue. A swelling of pride and hope spreads throughout the larger group, for perhaps with her return the inactivity of recent years will be dispelled.

Before you can depart, however, you are asked, for the sake of national morale, to swear an oath of secrecy about this whole matter...

Any PC who agrees to swear to secrecy receives the Accolades from the Archbaroness item on the Adventure Record.

If the PCs dealt with Fjirin in a friendly fashion and she survived the adventure then they gain the Fjirin's Friendship item on the Adventure Record.

Evaleigh was recovered safely

Despite the odds you have managed to rescue a noble identity, if not the one you expected to find. Further, you have escorted her safely from a highly dangerous situation, an act deserving of some pride.

Joining the remnants of the assault team, you escort the still fragile lady to the nearest safe haven. the gnome town of Daberestead, where you are welcomed warmly by the gnome elders. The Archbaroness is whisked away to be tended to, and you are provided with comfortable accommodations to rest and recuperate.

The next morning you are provided with suitably courtly attire and invited to dine with the noble lady. There Evaleigh thanks you once more for the efforts on her part, inquires after your health and your intentions for the near future, and suggests that she won't soon forget the favour done for her.

Later in the day you are again asked to present yourself to the Archbaroness, this time with the survivors of the assault group. There you are all roundly congratulated by the lady in question for your part in her rescue. A swelling of pride and hope spreads throughout the larger group, for perhaps with her return the inactivity of recent years will be dispelled.

Before you can depart, however, you are asked, for the sake of national morale, to swear an oath of secrecy about this whole matter...

Any PC who agrees to swear to secrecy receives the Accolades from the Archbaroness and the Influence at Court items on the Adventure Record.

Any PC who for some reason or another cannot fully swear to secrecy (eg. they may have other allegiances) only receives the Accolades from the Archbaroness item on the Adventure Record. (Evaleigh isn't likely to be angry with the PCs, but since she obviously can't trust them they're hardly going to be accorded influence.)

If the PCs dealt with Fjirin in a friendly fashion and she survived the adventure then they gain the Fjirin's Friendship item on the Adventure Record.

— FINIS —

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the goblin hunters

APL 2	60 XP
APL 4	60 XP
APL 6	0 XP
APL 8	0 XP

Encounter 3

Survive the bridge and 'defeat' the scouts

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 4

Defeat Evaleigh's jailors

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Encounter 6

Defeat Rustymane Tanglefur

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Saved Fjirin Snerev:

APL 2	15 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Rescued Evaleigh:

APL 2	60 XP
APL 4	75 XP
APL 6	105 XP
APL 8	135 XP

Discretionary roleplaying award

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP

APL 6
APL 8

900 XP
1,125 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.

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

Encounter 4:

APL 2: Loot: 50gp; Coin: 0gp; Magic: 208gp – ring, filcher's friend (208gp).

APL 4: Loot: 50gp; Coin: 0gp; Magic: 375gp – ring of lockpicking (375gp).

APL 6: Loot: 50gp; Coin: 0gp; Magic: 667gp – ring of protection +2 (667gp).

APL 8: Loot: 50gp; Coin: 0gp; Magic: 1,000gp – minor ring of energy resistance (cold) (1,000gp).

Encounter 5:

APL 2: Loot: 3gp; Coin: ogp; Magic: 233gp – *composite longbow (+4 Str bonus) +1* (233gp).

APL 4: Loot: 53gp; Coin: ogp; Magic: 233gp – *composite longbow (+4 Str bonus) +1* (233gp).

APL 6: Loot: 26gp; Coin: ogp; Magic: 427gp – *buckler +1* (97gp), *composite longbow (+4 Str bonus) +1* (233gp), *leather armor +1* (97gp).

APL 8: Loot: 3gp; Coin: ogp; Magic: 927gp – *buckler +1* (97gp), *leather armor +1* (97gp), *seeking composite longbow (+4 Str bonus) +1* (733gp).

Total Possible Treasure

APL 2: Loot: 53gp; Coin: ogp; Magic: 441gp; Total: 494gp (Max 450gp)

APL 4: Loot: 103gp; Coin: ogp; Magic: 608gp; Total: 711gp (Max 650gp)

APL 6: Loot: 76gp; Coin: ogp; Magic: 1,094gp; Total: 1,170gp (Max 900gp)

APL 8: Loot: 53gp; Coin: ogp; Magic: 1,927gp; Total: 1,980gp (Max 1,300gp)

Special

Accolades from the Archbaroness: You have been honoured for the role you have played in serving the nation. By way of reward you are granted “adventure” access to any of the following items: *badge of valor* (Complete Adventurer), *belt of many pockets* (Complete Arcane), *mac-fuirmidh cithern* (Complete Arcane), *medal of gallantry* (Complete Adventurer), *resistant to energy (major)* spellbook enhancement (Complete Arcane), *resistant to energy (minor)* spellbook enhancement (Complete Arcane), *riding boots* (DMG II), *rod of sure striking* (DMG II), *standard of courage* (Complete Warrior), *wand of cure light wounds* (DMG), *wand of cure moderate wounds* (DMG).

Fjirin’s Friendship: You have befriended a Fruztii barbarian, whose assistance may be helpful in the future.

Influence at Court: You have earned 1 point of Influence with Archbaroness Evaleigh and loyal members of the Court.

Unreliable: Your actions have shown you to be too unreliable to be trusted, even in a place as individualistic as Ratik. For a period of one calendar year from the date the Adventure Record was issued, all items purchased in Ratik regional adventures by the PC incur a 10% increase in price. This increase is cumulative with any other such penalties. This includes items purchased specifically for the PC by other characters.

- *Ring, filcher’s friend* (Adventure; CV; 2,500gp)

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

- *Ring of lockpicking* (Adventure; CV; 4,500gp)

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

- *Ring of protection +2* (Adventure; DMG; 8,000gp)

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

- *+1 seeking composite longbow (+4 Str bonus)* (Adventure; DMG; 8,800gp)
- *Minor ring of energy resistance (cold)* (Adventure; DMG; 12,000gp)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

APPENDIX 1: ALLIES

ENCOUNTER 1: SAVING THE RUNNER

Fjirin Snerev: Female human Bbn2/Rog1; CR 3; Medium humanoid (human); HD 2d12+1d6+6; hp 28; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +3;

Atk +4 melee (1d8+2, 19-20/x2, +1 longsword) or +5 ranged (1d8, x3, longbow, masterwork);

Full Atk +4 melee (1d8+2, 19-20/x2, +1 longsword) or +5 ranged (1d8, x3, longbow, masterwork);

SA —; SQ Fast movement, rage, uncanny dodge; AL N; SV Fort +5, Ref +4, Will +1; Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +3, Climb +5, Handle Animal +5, Hide +3, Intimidate +5, Jump +5, Listen +6, Move Silently +3, Survival +6, Search +3, Spot +3, Swim +0; Cold Endurance, Frozen Berserker, Track.

Languages: Cold Tongue, Common.

Possessions: Longsword +1, longbow, masterwork, arrows (20), dagger, studded leather armor, buckler.

Power-Up Suite: Rage — hp 34; AC 14, touch 10, flat-footed 12; Grp +5; Atk +6 melee (1d8+5, 19-20/x2 +1 longsword) or +5 ranged (1d8, x3, longbow, masterwork); Full Atk +6 melee (1d8+5, 19-20/x2 +1 longsword) or +5 ranged (1d8, x3, longbow, masterwork); Str 16, Con 18; SQ Immunity to cold, vulnerability to fire; SV Fort +7, Ref +4, Will +3.

Physical Description: A lean human woman in her late teens, with pale freckled skin, light grey eyes, braided reddish blonde hair and an attractive but hard countenance. Her cloak is made of arctic fox fur and she has fox tails tied into her hair.

ENCOUNTER 4: THE RESCUE

Evaleigh: Female Human Wiz3/Rog9; CR 12; Medium humanoid (human); HD 3d4+9d6; hp 46; Init +3; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk +7/+2; Grp +6/+1;

Atk: +6 melee (1d4-1, 19-20/x2, dagger);

Full Atk: +6/+1 melee (1d4-1, 19-20/x2, dagger);

SA: Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Summon Familiar, Trap Sense +3, Trapfinding; SQ: ; AL: CG; SV Fort +4, Ref +8, Will +10; Str 9, Dex 12, Con 10, Int 17, Wis 16, Cha 19.

Skills and Feats: Balance +4, Bluff +9, Climb +1, Concentration +6, Decipher Script +4, Diplomacy +29, Disable Device +8, Disguise +9, Escape Artist +6, Gather Information +13, Hide +6, Intimidate +6, Jump +1, Knowledge (Arcana) +8, Knowledge (History) +6, Knowledge (Local) +8, Knowledge (Nobility and Royalty) +9, Listen +8, Move Silently +7, Open Lock +6, Perform (Dance) +6, Search +8, Sense Motive +20, Speak Language +1, Spellcraft +11, Spot +8, Tumble +6, Use Rope +6; Eschew Materials, Negotiator, Noble Soul, Quick Reconnoiter, Scribe Scroll, Spell Mastery

(Charm Person, Hold Portal, Invisibility), Weapon Finesse.

Languages: Ancient Suloise, Cold Tongue, Common, Elven, Old Oeridian.

Possessions: None.

Spells Prepared*: (4/3/2; base DC = 13 spell level): 1st—charm person (2), hold portal; 2nd— invisibility** (2).

Spellbook*: (4/3/2; base DC = 13 + spell level): o— acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, repair minor damage, resistance, touch of fatigue; 1st—charm person, hold portal, protection from evil; 2nd—arcane lock, blindness/deafness, cat's grace, invisibility, web.

* — Evaleigh has no access to her spellbook and only has mastered spells prepared.

** — Evaleigh may only cast invisibility if she gains access to spell components.

Power-Down Suite: (disease, fatigue, starvation) — hp 22 (currently 10); AC 8, touch 8, flat-footed 10; Grp +3/-2; Atk: +3 melee (1d4-4, 19-20/x2, dagger); Full Atk: +3/-2 melee (1d4-4, 19-20/x2, dagger); Str 3, Dex 7, Con 6; SV Fort +2, Ref +5; Skills: Balance +1, Climb -2, Disable Device +5, Escape Artist +3, Hide +3, Jump -2, Move Silently +4, Open Lock +3, Tumble +3, Use Rope +3.

Physical Description: A slim human woman in her mid thirties, with pale clear skin, hazel eyes, dark blonde hair and a coquettish demeanour.

APPENDIX 2: APL 2

ENCOUNTER 3: PATROL

Large Wolf: CR 2; Large animal; HD 5d8+20; hp 50; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +12;

Atk +8 melee (1d8+7, bite);

Full Atk +8 melee (1d8+7, bite);

Space/Reach 10 ft./5 ft.; SA Trip; SQ low-light vision, scent; AL N; SV Fort +8, Ref +5, Will +2; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +2*; Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *A wolf has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 6: HUNTED!

Rustymane Tanglefur, Gnoll tracker: Male gnoll Bbn2/Rog1; CR 4; Medium humanoid (gnoll); HD 2d8+2d12+1d6+10; hp 44; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +8;

Atk +8 melee (1d8+5/x3, battleaxe) or +6 ranged (1d8+5/x3, longbow +1);

Full Atk +8 melee (1d8+5/x3, battleaxe) or +6 ranged (1d8+5/x3, longbow +1);

SA Sneak attack +1d6; SQ Darkvision 60 ft., fast movement, rage, trapfinding, uncanny dodge; AL CE; SV Fort +8, Ref +4, Will +1; Str 20, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Hide +5, Jump +8, Listen +5, Move Silently +6, Search +3, Spot +4, Survival +5, Swim +5; Endurance, Track.

Possessions: Battleaxe, composite longbow (+4 Str bonus) +1, arrows (20), dagger, leather armor, buckler.

Power-Up Suite: Rage – hp 54; AC 14, touch 10, flat-footed 12; Grp +10; Atk +10 melee (1d8+7/x3, battleaxe) or +6 ranged (1d8+5/x3, longbow +1); Full Atk +10 melee (1d8+7/x3, battleaxe) or +6 ranged (1d8+5/x3, longbow +1); Str 22, Con 18; SV Fort +10, Ref +4, Will +3.

APPENDIX 3: APL 4

ENCOUNTER 3: PATROL

Scumspit, Goblin scout: Male goblin Rgr3; CR 2; Small humanoid (goblin); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp -1;

Atk +4 melee (1d6, morningstar) or +5 ranged (1d4/x3, shortbow);

Full Atk +4 melee (1d6, morningstar) or +5 ranged (1d4/x3, shortbow);

SA -; SQ Darkvision 60 ft., favored enemy (gnome), wild empathy; AL NE; SV Fort +4, Ref +4, Will +1; Str 11, Dex 12, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +10, Knowledge (nature) +1, Listen +4, Move Silently +10, Ride +10, Search +4, Spot +4, Survival +4; Endurance, Mounted Archery, Mounted Combat, Rapid Shot, Track.

Possessions: Morningstar, shortbow, arrows (20), dagger, leather armor, buckler.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

ENCOUNTER 4: THE RESCUE

Gnoll veteran: Male gnoll Bbn1; CR 2; Medium humanoid (gnoll); HD 2d8+1d12+3; hp 26; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +4;

Atk +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow);

Full Atk +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow);

SA -; SQ Darkvision 60 ft., fast movement, rage; AL CE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3, Survival +3; Cleave, Power Attack.

Possessions: Battleaxe, shortbow, arrows (20), dagger, leather armor, heavy steel shield.

Power-Up Suite: Rage – hp 32; AC 13, touch 8, flat-footed 13; Grp +6; Atk +6 melee (1d8+4/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d8+4/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); Str 19; Con 17; SV Fort +8, Ref +0, Will +2.

ENCOUNTER 6: HUNTED!

Rustymane Tanglefur, Gnoll tracker: Male gnoll Bbn2/Rog2/Bloodhound1; CR 6; Medium humanoid (gnoll); HD 2d8+2d12+2d6+1d10+14; hp 59; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +10;

Atk +11 melee (1d8+5/x3, battleaxe) or +8 ranged (1d8+5/x3, longbow +1);

Full Atk +11 melee (1d8+5/x3, battleaxe) or +8 ranged (1d8+5/x3, longbow +1);

SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, fast movement, mark (1), rage, swift tracker, trapfinding, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +1; Str 20, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

Skills and Feats: Gather Information +3, Hide +8, Jump +8, Listen +5, Move Silently +8, Search +6, Spot +5, Survival +7, Swim +7, Use Rope +4; Endurance, Point Blank Shot, Track.

Possessions: Battleaxe, masterwork, *composite longbow* (+4 Str bonus) +1, arrows (20), dagger, leather armor, masterwork, buckler, masterwork.

Power-Up Suite: Rage – hp 73; AC 14, touch 10, flat-footed 12; Grp +12; Atk +13 melee (1d8+7/x3, battleaxe) or +8 ranged (1d8+5/x3, longbow +1); Full Atk +13 melee (1d8+7/x3, battleaxe) or +8 ranged (1d8+5/x3, longbow +1); Str 22, Con 18; SV Fort +12, Ref +7, Will +3.

APPENDIX 4: APL 6

ENCOUNTER 3: PATROL

Scumspit, Goblin scout: Male goblin Rgr5; CR 4; Small humanoid (goblin); HD 5d8+5; hp 35; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +5; Grp +1;

Atk +6 melee (1d6, morningstar) or +7 ranged (1d4/x3, shortbow);

Full Atk +6 melee (1d6, morningstar) or +7 ranged (1d4/x3, shortbow);

SA —; SQ Animal companion (wolf), darkvision 60 ft., favored enemy (gnome, halfling), wild empathy; AL NE; SV Fort +5, Ref +5, Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +12, Knowledge (nature) +3, Listen +6, Move Silently +12, Ride +12, Search +5, Spot +6, Survival +5; Endurance, Mounted Archery, Mounted Combat, Rapid Shot, Track.

Possessions: Morningstar, shortbow, arrows (20), dagger, leather armor, buckler.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

ENCOUNTER 4: THE RESCUE

Gnoll hero: Male gnoll Bbn4; CR 5; Medium humanoid (gnoll); HD 2d8+4d12+12; hp 62; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +7;

Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d6/x3, shortbow);

Full Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d6/x3, shortbow);

SA —; SQ Darkvision 60 ft., fast movement, rage 2/day, trap sense +1, uncanny dodge; AL CE; SV Fort +9, Ref +1, Will +1; Str 15, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +3, Listen +3, Spot +4, Survival +5; Cleave, Great Cleave, Power Attack.

Possessions: Battleaxe, shortbow, arrows (20), dagger, leather armor, heavy steel shield.

Power-Up Suite: Rage — hp 74; AC 13, touch 8, flat-footed 13; Grp +9; Atk +9 melee (1d8+4/x3, battleaxe) or +5 ranged (1d6/x3, shortbow); Full Atk +9 melee (1d8+4/x3, battleaxe) or +5 ranged (1d6/x3, shortbow); Str 19; Con 18; SV Fort +11, Ref +1, Will +3.

Gnoll consort: Female gnoll Brd3; CR 4; Medium humanoid (gnoll); HD 2d8+3d6+5; hp 26; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +3; Grp +4;

Atk +4 melee (1d6+1/19-20/x2, shortsword);

Full Atk +4 melee (1d6+1/19-20/x2, shortsword);

SA —; SQ Bardic knowledge, bardic music 3x/day, darkvision 60 ft., fascinate, inspire courage +1; AL CE; SV Fort +5, Ref +3, Will +5; Str 12, Dex 10, Con 12, Int 8, Wis 11, Cha 12.

Skills and Feats: Appraise +2, Bluff +5, Hide +3, Listen +4, Perform (sing) +4, Sleight-of-hand +2, Spot +5; Alertness, Iron Will.

Spells Known (3/2; base DC = 11 + spell level): 0—dancing lights, daze, flare, ghost sound, lullaby, prestidigitation; 1st—cause fear, inspirational boost, ventriloquism.

Possessions: Shortsword, dagger, leather armor.

Large Worg: CR 4; Large magical beast; HD 10d10+40; hp 115; Init +1; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +10; Grp +21;

Atk +16 melee (2d6+10, bite);

Full Atk +16 melee (2d6+10, bite);

Space/Reach 10 ft./5 ft.; SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +11, Ref +8, Will +5; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +4*; Alertness, Improved Natural Armor, Improved Natural Attack, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 6: HUNTED!

Rustymane Tanglefur, Gnoll tracker: Male gnoll Bbn2/Rog2/Bloodhound4; CR 9; Medium humanoid (gnoll); HD 2d8+2d12+2d6+4d10+20; hp 86; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +13;

Atk +13 melee (1d8+5/x3, battleaxe) or +11 ranged (1d8+5/x3, longbow +1);

Full Atk +13/+8 melee (1d8+5/x3, battleaxe) or +11/+6 ranged (1d8+5/x3, longbow +1);

SA Bring 'em back alive, nonlethal force, sneak attack +1d6; SQ Darkvision 60 ft., evasion, fast movement, hunter's dedication, mark (2), move like the wind, rage, ready and waiting, swift tracker, tenacious pursuit (speed +10ft.), trapfinding, uncanny dodge; AL CE; SV Fort +12, Ref +9, Will +2; Str 20, Dex 14, Con 14, Int 12, Wis 13, Cha 6.

Skills and Feats: Gather Information +3, Hide +11, Jump +8, Listen +5, Move Silently +11, Search +10, Spot +10, Survival +10, Swim +7, Use Rope +5; Endurance, Point Blank Shot, Precise Shot, Track.

Possessions: Battleaxe, masterwork, composite longbow (+4 Str bonus) +1, arrows (20), dagger, leather armor +1, buckler +1.

Power-Up Suite: Rage – hp 106; AC 16, touch 10, flat-footed 14; Grp +15; Atk +15 melee (1d8+7/x3, battleaxe) or +11 ranged (1d8+5/x3, longbow +1); Full Atk +15/+10 melee (1d8+7/x3, battleaxe) or +11/+6 ranged (1d8+5/x3, longbow +1); Str 24, Con 18; SV Fort +14, Ref +9, Will +4.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside if the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Bring 'em Back Alive (Ex): At 3rd level and higher, a bloodhound can turn a potentially killing blow into an incapacitating one – all the better to bring a mark back for punishment. At the bloodhound's option, any melee attack that would reduce a foe to –2 or fewer hit points reduces the foe to –1 hit points instead. A bloodhound must choose to use this ability immediately upon reducing his foe to –2 or fewer hit points, and before making any other action (or even continuing a full attack). A raging bloodhound can't use this ability.

Tenacious Pursuit (Ex): At 3rd level and above, a bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the *Player's Handbook*). In addition, a bloodhound tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases. At 6th level, the speed increase improves to 20 feet, and it goes up to 30 feet at 9th level.

Hunter's Dedication (Ex): Beginning at 4th level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): Starting at 4th level, a bloodhound can move stealthily even at a quick pace. He no longer takes a –5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a –10 penalty (instead of a –20 penalty) on Hide and Move Silently checks when running. (He takes the normal –20 penalty when attacking or charging.)

APPENDIX 5: APL 8

ENCOUNTER 3: PATROL

Scumspit, Goblin scout: Male goblin Rgr5; CR 4; Small humanoid (goblin); HD 5d8+5; hp 35; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +5; Grp +1;

Atk +6 melee (1d6, morningstar) or +7 ranged (1d4/x3, shortbow);

Full Atk +6 melee (1d6, morningstar) or +7 ranged (1d4/x3, shortbow);

SA –; SQ Animal companion (wolf), darkvision 60 ft., favored enemy (gnome, halfling), wild empathy; AL NE; SV Fort +5, Ref +5, Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +12, Knowledge (nature) +3, Listen +6, Move Silently +12, Ride +12, Search +5, Spot +6, Survival +5; Endurance, Mounted Archery, Mounted Combat, Rapid Shot, Track.

Possessions: Morningstar, shortbow, arrows (20), dagger, leather armor, buckler.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

ENCOUNTER 4: THE RESCUE

Gnoll hero: Male gnoll Bbn6; CR 7; Medium humanoid (gnoll); HD 2d8+6d12+16; hp 84; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +7; Grp +10;

Atk +10 melee (1d8+3/x3, battleaxe) or +7 ranged (1d6/x3, shortbow);

Full Atk +10/+5 melee (1d8+3/x3, battleaxe) or +7/+2 ranged (1d6/x3, shortbow);

SA –; SQ Darkvision 60 ft., fast movement, improved uncanny dodge, rage 2/day, trap sense +2; AL CE; SV Fort +10, Ref +2, Will +2; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +4, Listen +5, Spot +5, Survival +6; Cleave, Great Cleave, Power Attack.

Possessions: Battleaxe, shortbow, arrows (20), dagger, leather armor, heavy steel shield.

Power-Up Suite: Rage – hp 98; AC 13, touch 8, flat-footed 13; Grp +12; Atk +12 melee (1d8+5/x3, battleaxe) or +7 ranged (1d6/x3, shortbow); Full Atk +12/+7 melee (1d8+5/x3, battleaxe) or +7/+2 ranged (1d6/x3, shortbow); Str 20; Con 18; SV Fort +12, Ref +2, Will +4.

Gnoll consort: Female gnoll Brd7; CR 8; Medium humanoid (gnoll); HD 2d8+7d6+9; hp 46; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +6; Grp +7; Atk +7 melee (1d6+1/19-20/x2, shortsword); Full Atk +7/+2 melee (1d6+1/19-20/x2, shortsword); SA –; SQ Bardic knowledge, bardic music 7x/day, darkvision 60 ft., fascinate, inspire competence, inspire courage +1, suggestion; AL CE; SV Fort +6, Ref +5, Will +7; Str 12, Dex 10, Con 12, Int 8, Wis 11, Cha 13.

Skills and Feats: Appraise +2, Bluff +9, Hide +7, Intimidate +3, Listen +7, Perform (sing) +12, Sleight-of-hand +7, Spot +7; Alertness, Iron Will, Persuasive, Skill Focus (Perform).

Spells Known (3/4/2; base DC = 11 + spell level):
0—dancing lights, daze, flare, ghost sound, lullaby, prestidigitation; 1st—cause fear, comprehend languages, inspirational boost, ventriloquism; 2nd—alter self, detect thoughts, invisibility, tongues; 3rd—clairaudience/clairvoyance, scrying.

Possessions: Shortsword, dagger, leather armor, scroll of fox's cunning.

Large Worg: CR 4; Large magical beast; HD 10d10+40; hp 115; Init +1; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +10; Grp +21;

Atk +16 melee (2d6+10, bite);

Full Atk +16 melee (2d6+10, bite);

Space/Reach 10 ft./5 ft.; SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +11, Ref +8, Will +5; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +4*; Alertness, Improved Natural Armor, Improved Natural Attack, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 6: HUNTED!

Rustymane Tanglefur, Gnoll tracker: Male gnoll Bbn2/Rog2/Bloodhound6; CR 11; Medium humanoid (gnoll); HD 2d8+2d12+2d6+6d10+24; hp 104; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 16; Base Atk +10; Grp +15;

Atk +15 melee (1d8+5/x3, battleaxe) or +13 ranged (1d8+5/x3, longbow +1);

Full Atk +15/+10 melee (1d8+5/x3, battleaxe) or +13/+8 ranged (1d8+5/x3, longbow +1);

SA Bring 'em back alive, crippling strike, nonlethal force, sneak attack +1d6; SQ Darkvision 60 ft., evasion, fast movement, hunter's dedication, mark (2), move like the wind, rage, ready and waiting, see invisibility, shielded mind, swift tracker, tenacious pursuit (speed +20ft.), track the trackless, trapfinding, uncanny dodge; AL CE; SV Fort +13, Ref +10, Will +4; Str 20, Dex 14, Con 14, Int 12, Wis 14, Cha 6.

Skills and Feats: Gather Information +3, Hide +13, Jump +8, Listen +14, Move Silently +13, Search +10, Spot +13, Survival +13, Swim +7, Use Rope +5;

Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Battleaxe, seeking composite longbow (+4 Str bonus) +1, arrows (20), dagger, leather armor +1, buckler +1.

Power-Up Suite: Rage – hp 128; AC 16, touch 10, flat-footed 14; Grp +17; Atk +17 melee (1d8+7/x3, battleaxe) or +13 ranged (1d8+5/x3, longbow +1); Full Atk +17/+12 melee (1d8+7/x3, battleaxe) or +13/+8 ranged (1d8+5/x3, longbow +1); Str 24, Con 18; SV Fort +15, Ref +10, Will +6.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside of the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Bring 'em Back Alive (Ex): At 3rd level and higher, a bloodhound can turn a potentially killing blow into an incapacitating one – all the better to bring a mark back for punishment. At the bloodhound's option, any melee attack that would reduce a foe to –2 or fewer hit points reduces the foe to –1 hit points instead. A bloodhound must choose to use this ability immediately upon reducing his foe to –2 or fewer hit points, and before making any other action (or even continuing a full attack). A raging bloodhound can't use this ability.

Tenacious Pursuit (Ex): At 3rd level and above, a bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the *Player's Handbook*). In addition, a bloodhound tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases. At 6th level, the speed increase improves to 20 feet, and it goes up to 30 feet at 9th level.

Hunter's Dedication (Ex): Beginning at 4th level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): Starting at 4th level, a bloodhound can move stealthily even at a quick pace. He no longer takes a –5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a –10 penalty (instead of a –20 penalty) on Hide and Move Silently checks when running. (He takes the normal –20 penalty when attacking or charging.)

Crippling Strike (Ex): Starting at 5th level, a bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark. A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet. See the rogue class feature, page 51 of the *Player's Handbook*.

Track the Trackless (Su): Starting at 5th level, a bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he takes a –20 penalty on his survival check when doing so.

See Invisibility (Su): This ability, gained at 6th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): At 6th level, a bloodhound gains spell resistance against divination spells equal to 15 + his bloodhound level. This benefit does not stack with other forms of spell resistance.

APPENDIX 6 – NEW RULES

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. While this spell is in effect, the morale boost granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Feats (Frostburn p47, p48)

Cold Endurance [General]

Either because of growing up in a frostfell or training your body and mind to ignore the biting effect of cold, you can exist with ease in low-temperature environments.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You can exist comfortably in conditions between 0°F and 90°F without having to make Fortitude saves (as described in Cold Dangers, page 8). You also gain a +2 bonus on saving throws against cold effects.

Cold Endurance doesn't provide any level of resistance to cold damage.

Frozen Berserker [General]

When you enter your barbarian rage, your body becomes infused with cold energy.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Items (Complete Adventurer p130)

Filcher's Friend: When activated, this plain steel ring draws toward it any loose metal object within 1 foot and weighing no more than 1 ounce (usually coins, jewelry, or small keys). The objects do not have to be ferrous, simply metal in some way. A *filcher's friend* also grants a +5 bonus on Sleight of Hand checks involving metal objects.

Faint transmutation; CL 12th; Forge Ring, *mage hand*; Price 2,500gp.

Ring of Lockpicking: This ring is made up of tiny prongs, wires, and other small devices that spring to life on command. A lockpicking ring grants the wearer a +5 competence bonus on Open Lock checks and the ability to use knock once per day if the wearer touches a portal she wishes to open.

Faint transmutation; CL 3rd; Forge Ring, *kncok*; Price 4,500gp.

Spells (Complete Adventurer p153)

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

APPENDIX 7 – NEW RULES

Bloodhound (CV, p28–31)

A bandit king raids caravans on the road. An ogre pillages farms to the north. A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh – and the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a bloodhound.

A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them. Low-level bloodhounds depend on their keen senses and careful training to hunt their targets. As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Though some bloodhounds leave calling cards or even brands on their targets, most don't kill their quarry if they can help it. They prefer instead to subdue their targets and bring them in. For those of good alignment, this practice satisfies some deeply held belief in the cause of justice. For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same targets over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally, a paladin shoulders the mantle, but never for money. Most bloodhounds are human though elves and half-elves sometimes find this lifestyle satisfying. Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Most NPC bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark. Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Adaptation: The easiest way to adapt this prestige class to your own campaign is to tie bloodhounds to one or more organizations of superlative trackers. The most obvious choice is the Bloodhounds, an organization described in Chapter 6 of this book. But you might also introduce a more localized group of bloodhounds – for example, a group of rangers and bloodhounds sworn to serve a small barony far to the north; funds earned by the “Brennmark Trackers” might be the major income of their tiny homeland.

Hit Dice: d10.

Requirements

To qualify to become a bloodhound, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

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

Feats: Endurance, Track.

Class Skills

The bloodhound's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the bloodhound prestige class.

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

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe that 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, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Initially, a bloodhound can have only one mark at a time. For every three bloodhound levels gained beyond 1st, a bloodhound can have one additional mark, but only if all the marks are chosen during the same process (see above). For example, a 4th-level bloodhound could mark two bugbears in the same group of prisoners, or the depictions of a bugbear and a hobgoblin if both were studied at the same time. If a bloodhound gives up on apprehending any of his marks, all remaining marked creatures become unmarked as described above.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside if the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Bring 'em Back Alive (Ex): At 3rd level and higher, a bloodhound can turn a potentially killing blow into an incapacitating one – all the better to bring a mark back for punishment. At the bloodhound's option, any melee attack that would reduce a foe to –2 or fewer hit points reduces the foe to –1 hit points instead. A bloodhound must choose to use this ability immediately upon reducing his foe to –2 or fewer hit points, and before making any other action (or even continuing a full attack). A raging bloodhound can't use this ability.

Tenacious Pursuit (Ex): At 3rd level and above, a bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the *Player's Handbook*). In addition, a bloodhound tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases. At 6th level, the speed increase improves to 20 feet, and it goes up to 30 feet at 9th level.

Hunter's Dedication (Ex): Beginning at 4th level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): Starting at 4th level, a bloodhound can move stealthily even at a quick pace. He no longer takes a –5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a –10 penalty (instead of a –20 penalty) on Hide and Move Silently checks when running. (He takes the normal –20 penalty when attacking or charging.)

Crippling Strike (Ex): Starting at 5th level, a bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark. A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet. See the rogue class feature, page 51 of the *Player's Handbook*.

Track the Trackless (Su): Starting at 5th level, a bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he takes a –20 penalty on his survival check when doing so.

See Invisibility (Su): This ability, gained at 6th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): At 6th level, a bloodhound gains spell resistance against divination spells equal to 15 + his bloodhound level. This benefit does not stack with other forms of spell resistance.

Locate Creature (Sp): Once per day, a bloodhound of 7th level or higher can produce an effect identical to that of a *locate creature* spell with a caster level equal to the bloodhound's character level.

Freedom of Movement (Su): Starting at 8th level, a bloodhound can act normally regardless of magical effects that impede movement, as if he were affected by a *freedom of movement* spell. The effect lasts for a total time per day of 1 round per point of Wisdom bonus he possesses (minimum 1 round). The

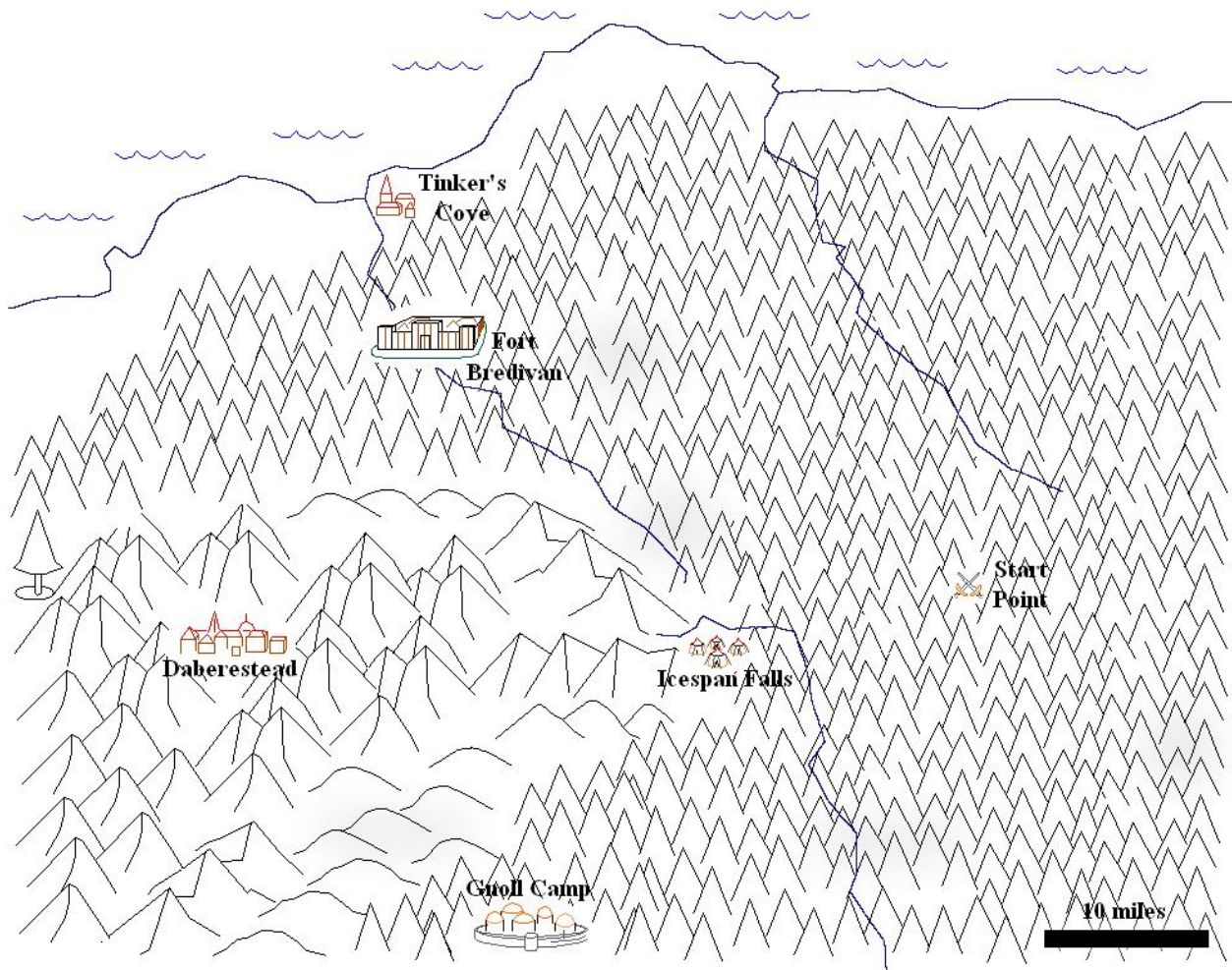
effect occurs automatically as soon as it is applies, lasts until it runs out or no is no longer needed, and can be used multiple times per day (up tot the total daily limit of rounds). The character's caster level is equal to his bloodhound level.

Scent (Ex): At 9th level, a bloodhound gains the scent ability (see page 314 of the *Monster Manual*).

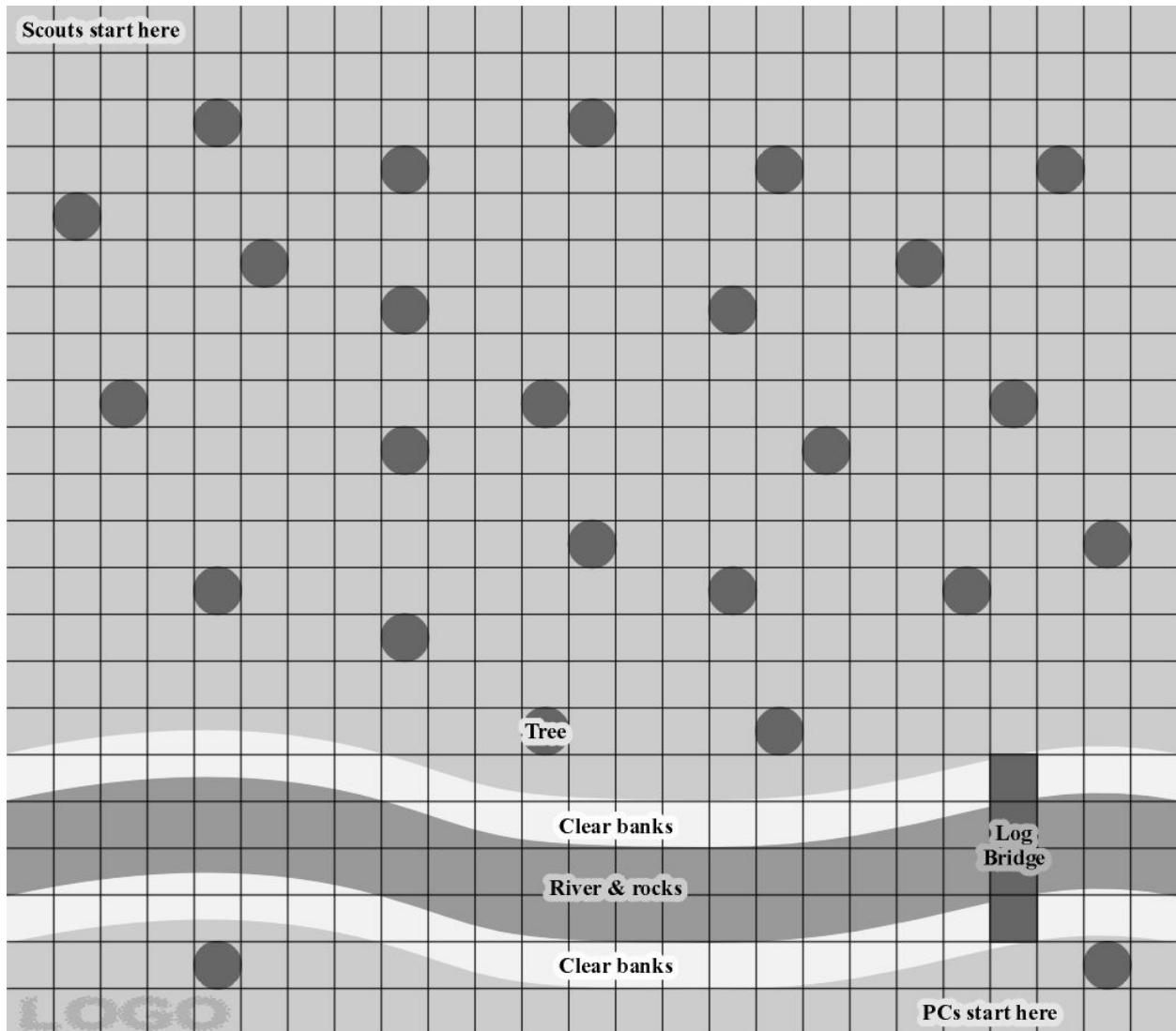
Find the Path (Sp): A 10th-level bloodhound can use *find the path* twice per day as the spell. His caster level is equal to his bloodhound level.

Table 2-4: The Bloodhound					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Mark (1), swift tracker
2nd	+2	+3	+3	+0	Nonlethal force, ready and waiting
3rd	+3	+3	+3	+1	Bring 'em back alive, tenacious pursuit (speed +10 ft.)
4th	+4	+4	+4	+1	Hunter's dedication, mark (2), move like the wind
5th	+5	+4	+4	+1	Crippling strike, track the trackless
6th	+6	+5	+5	+2	See invisibility, shielded mind, tenacious pursuit (+20 ft.)
7th	+7	+5	+5	+2	Locate creature, mark (3)
8th	+8	+6	+6	+2	Freedom of movement
9th	+9	+6	+6	+3	Scent, tenacious pursuit (+30 ft.)
10th	+10	+7	+7	+3	Find the Patch, mark (4)

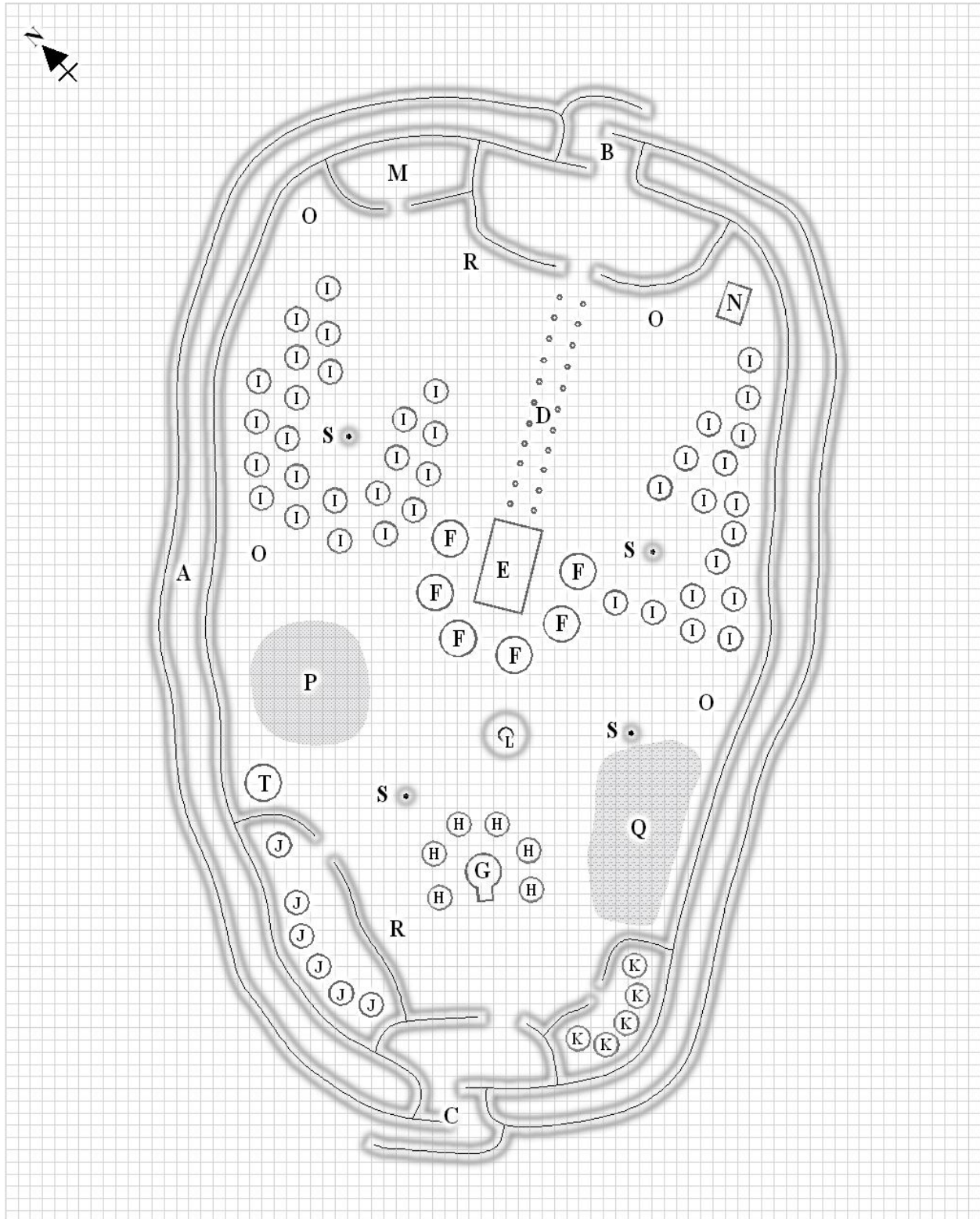
DM AID 1 – REGIONAL MAP



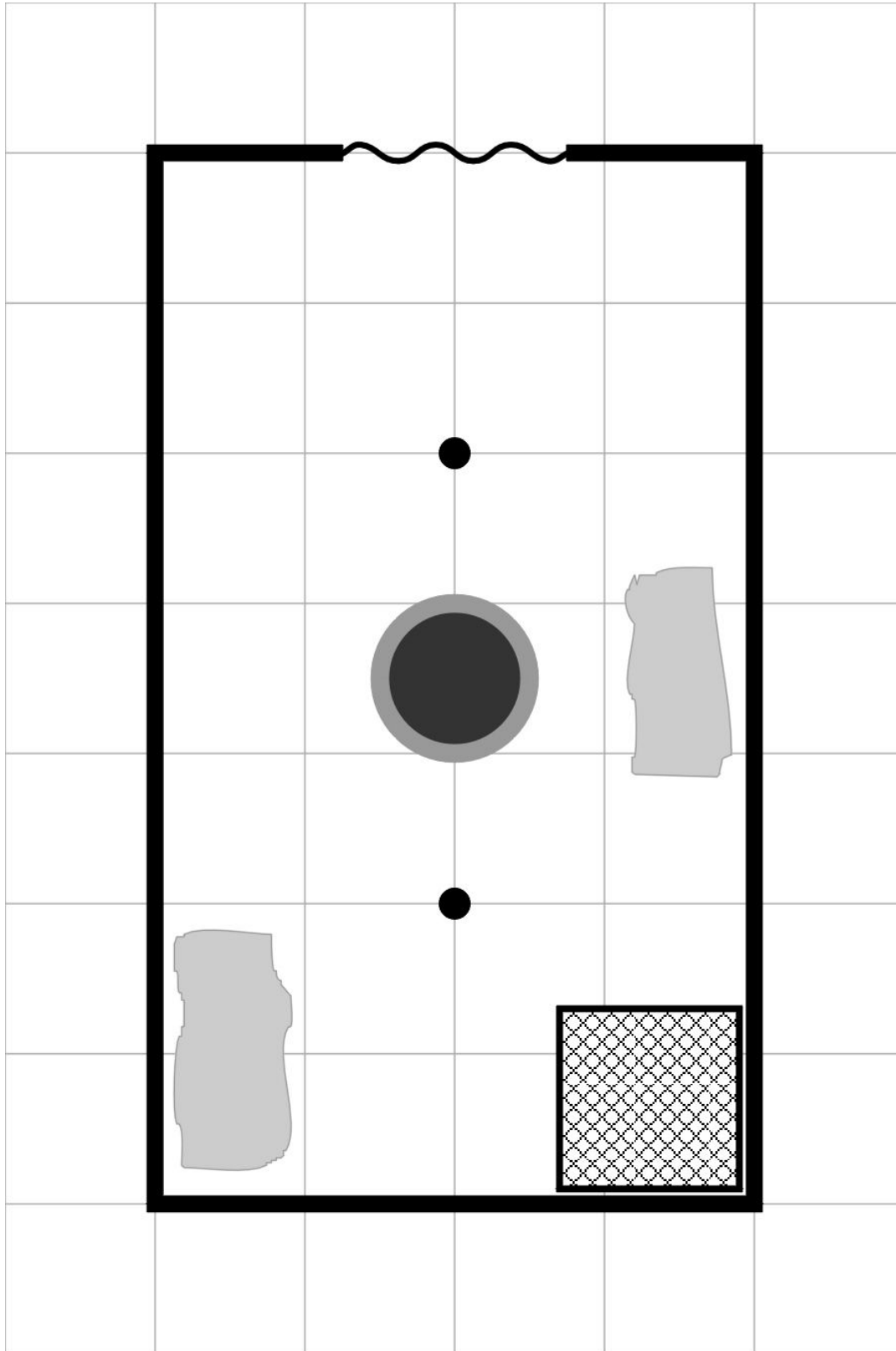
DM AID 2 – MAP OF PATROL ENCOUNTER



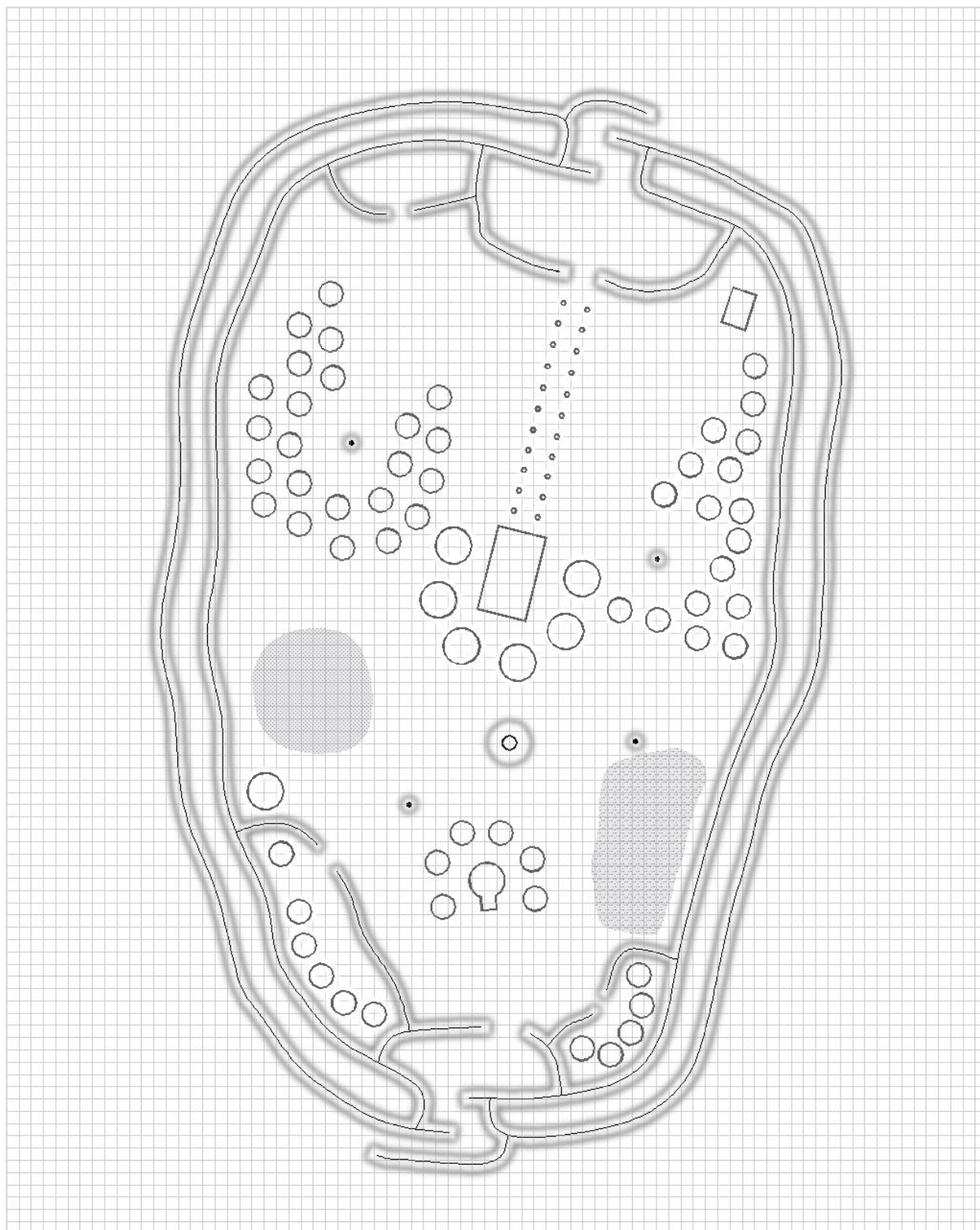
DM AID 3 – MAP OF THE GNOLL CAMP



DM AID 4 – MAP OF THE CHIEF'S HUT



PLAYER HANDOUT 1 – MAP OF THE GNOLL CAMP



CRITICAL EVENTS SUMMARY

Did Fjirin Snerev survive the adventure?	YES	NO
Did the PCs discover Evaleigh was the captive?	YES	NO
Did the PCs rescue Evaleigh from the camp?	YES	NO
Was Evaleigh killed at any stage?	YES	NO
Did Jeron Redwater survive the adventure?	YES	NO

Please send these results to the Archbarony of Ratik triad at ratik-triad@rpga-apac.com.