

YEO6-06

Howl at the Moon

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.1

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Something is wrong in the small hamlet of Woodsend—the people stay indoors and the crops go untended while carcasses of livestock lay here and there showing signs of scavengers about. Can the characters face the menace that threatens this town, or will they, too, fall to these fell creatures? A Yeomanry regional tale of horror in 5 acts for APLs 2-8, and Part 1 of the *Sins of Our Fathers* series.

Note: This adventure will be of particular interest to fighter-heavy and outdoor-skilled parties close to the APL. It is not intended for play by any character above 9th level, as these characters will significantly reduce the challenge the party faces. It is playable by characters up to 11th level as per standard rules, however.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To 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 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 the *Appendices*.

Along with this adventure you'll find a RPGA Table 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round 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.

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	

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 the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two 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 who 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 Survival check (DC 20), 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

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

REGION/CITY/LOCATION

Woodsend (hamlet): conventional; AL LG; 100gp limit; Assets 900gp; population 183; mixed (79% human, 9% elf, 5% halfling, 3% gnome, 2% dwarf, 1% half-elf, 1% half-orc).

Authority Figure: Mayor, male elf Ariz.

Important Characters: Captain Wells, Constable, male human War3; Shandra Tacklebagger, shopkeeper female human Com3; Oswald Rockridge, Priest of Fortubo, male dwarf Clr3.

Woodsend is a logging camp that sends timber on to Loftwick while trying to not anger the druids and elves of the Sylvan Woods. They have established a strongly ecologically-based system of replanting, and occasionally work in conjunction with some of the Old Faith druids of the area (much to the chagrin of the local Co7F Priest) occasionally to insure their continued prosperity. Forgotten by all but the most aged of scholars, sages, and Hillman speakers, Woodsend was an ancient Flan settlement where the Flan met and interacted with the elves millennia ago. Then, it was little more than a

clearing where the two cultures would meet. Later, Hillmen tribes settled the open area under the same name. Finally, the Yeomanry found the clearing fortuitous as well and built a logging village in it. (Note: There is a more detailed description of the actual buildings in Act One, Scene Four, as well as a map, DM Aid: Map#1- Woodsend Map).

BACKGROUND

The evil druid, who has yet to be named or revealed, has been traveling the wilds of the Yeomanry's borders for some time now, gathering forces and slaughtering those who will not follow him. Along the way and quite some time ago, he encountered a Canomorph (from the *Fiend Folio*) that was on another mission of mayhem. When the druid captured the Canomorph, it was offered a choice: serve or die. The canomorph, no fool, agreed and joined the evil druid's growing army of monsters.

Some time has passed and the Canomorph is now a trusted lieutenant, who leads packs of wild dogs and wolves. Content with his growing forces, the evil druid has dispatched his skirmisher force to do what damage it may. At first, the dogs simply attacked travelers and wagons, gathering strength in numbers as they traveled through forests, recruiting any canine they found that would join, and killing any other creatures.

Now, they've set their sights on the village of Woodsend, and have begun a campaign of terror. At first, they attacked small outlying farms in small numbers, but as they forced the concentration of people into the heart of the village, they've gotten much bolder. Some of the furthest houses have been set on fire now, and the families have been torn apart as they left. At night, any who go outside are quickly overwhelmed by the large packs of hounds of all types: Chihuahuas and Poodles, great Danes and Labradors, Collies and Rotweillers, and Fellhounds most of all. Any who try to travel the road out of town and any horses have likewise been attacked, cutting off the village from outside contact. The dogs now take their time, attacking and sacking one house each night and terrorizing anyone caught outside the village's feeble perimeter.

The villagers are at a loss and have given up hope. Most, those with enough sense, have retreated to the church and the inn to sleep at night, whole families packed in as the dogs scratch at the doors and bay at the moon, running the streets with abandon.

ADVENTURE SUMMARY

Note that this adventure is written in Acts and Scenes, not in rigid Encounters. Acts happen in the order

written, but internally, the scenes can happen in any order or not at all, depending on the actions of the party and the DM's decisions of the enemies' reactions. If a scene must take place at a certain point (see Act I Scene iv, Nobody Home?), it is noted both in the opening notes for that Act and in the notes for that particular scene. As judge, take your time in preparing this adventure, as much of it is left to the decisions of the players and their characters.

Also, note that under each act are time constraints, both in-character (Days & Nights, the entire adventure lasting just over 4 days) and in-game (with estimations on time to play through the various Acts of the adventure). Pay careful attention therefore to the character's choice of spells and their spell lists, as days and nights are taken into account for regaining spells.

Act I- (The Smell of Wet Dogs)

Day 1, Concluding with Scene iv at Dusk

Play Time: 45 minutes

Scene I- (Along the way) PCs meet on the road, hearing stories of several attacks by wolves and such, but nothing happens.

Scene II- (From the Woods) A party of armed men burst from the woods. This is a Free Squire and his entourage. They will identify themselves and will stop and speak with any militia or army personnel present.

Scene III- (The Chase) Party is engaged by dogs. The party fights them and they flee. The party can see and pursue dogs into town. Dogs outrun them.

Scene IV- (Nobody Home?) The PCs reach the town. The streets are deserted and the people hide inside. Another pack of dogs will appear, this time bigger. One of the spokesmen of the town will call them into his home hesitantly. He will explain that the town has been overrun by scores of wild dogs.

Act II- (The First Circling)

Night 1

Play Time: 30-45 minutes

Scene I- (Pick Your Poison) That night, the dogs surround the building the PCs are in. They may choose to

engage, but the dogs will try to force entry into the house, if they do. Once the PCs are securely inside, the dogs will retreat. This will be the first chance for the party to meet the pack in full force.

Scene II- (Inside the Kennel) PCs get a chance to find out about what's going on from those who live here. Some are assembled within this building; others are spread out throughout town.

Act III-(To Heed the Calling)

Day & Night 2

Play Time: 1 hour

Scene I- (All in a Day's Work) PCs have the day to move stealthily about town and try to collect whatever information and supplies they can. Incautious or unlucky characters may encounter the dogs again.

Scene II- (Night Terrors) Another night of prowling dogs.

Scene III- (Working Like a Dog) One last chance to develop any defenses...

Act IV- (Flushing the Reeds)

Afternoon to Night 3, Dawn 4

Play Time: 1 hour

Scene I- (Lamb to the Slaughter) Dogs run a child from an outlying farm into town, to draw the PCs out.

Scene II- (Dog Day Afternoon) Either the dogs will try to burn the people out of the remaining buildings, forcing a massive battle and slaughter, or the party is going after the Canomorph, should the PCs choose to do so.

Act V- (The Smoldering Ruins)

Day 4

Play Time: 15 minutes

Scene I- (Conclusion) The PCs break the dogs' hold on the village, die trying, or the dogs break and head off into the wilds.

PREPARATION FOR PLAY

DMs should pay particular attention to the following rules before play begins:

- The rules for Trip attacks (PHB, 158) and the special Trip ability of Wolves (MM, 283).
- The rules governing grapples (PHB, 155) and the expert grappler ability that mobs possess (MM, Appendix 5).

As the adventure begins, DMs are encouraged to pay particular attention to the following aspects of characters who are playing the adventure, as they may come into play:

- Character strengths, weights, and encumbrances, as characters may end up trying to pick up and carry wounded comrades, along with their gear. Also note that characters who choose to sleep in their armor suffer the appropriate penalties (PHB, 122).
- Character spell selection, as the adventure covers only a handful of days. Characters may quickly expend their spells against the pack or in helping the civilians and be left with sparse magical resources for later encounters in the same day.

Is This a Military Adventure?

This adventure begins without the knowledge of Yeoman officials. As such, inform the players that it is **NOT** a military adventure. However, in the aftermath of the adventure, officials will inform the adventurers that their time does qualify, and they can count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

Similar to military considerations, the Dustdiggers have no advance knowledge of the actions of the adventurers. It has no bearing on the areas of concern to the Academy of Lore and as such, this adventure will **NOT** count toward any annual TU commitment required by their enlistment.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement.

Only one PC can be nominated for advancement per adventure.

2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

HANDLING THE PACK

Be aware that the pack functions as one big mob, and, as such, is far beyond the APL in EL, though some (particularly higher level parties or parties with great disparities between actual level and APL) may not find the pack to be that much of a challenge. Keep the following things in mind while adjudicating the pack:

The pack consists of a number of dogs that all run together. At APL 2, it is a loose collection of dogs. At all other APLs, the number of dogs has reached the level of a mob (called a “mega-pack” to distinguish it from the pack as a whole) of dogs, as outlined in Appendix 5. At APL 8, the number has grown enough to allow for two mobs (mega-packs) of dogs.

The pack is the same in all encounters. It will retreat if necessary, heal as possible (see the pack information at the beginning of Act Three), and return for later encounters. At all costs, avoid letting the party destroy it utterly in early encounters, allow them to whittle it down some in middle encounters, and maintain a sizable, but not overwhelming, force for the final encounters.

The DM should attempt to keep the pack alive long enough to provide a significant, though not overwhelming threat in the final encounter. Try to preserve 50 to 60% of the pack for the final encounter. If this means pulling back the mega-pack to keep it alive while using the hellhounds and the scouts and other dogs to harry the players in later encounters, so be it.

Persistent players may seek out the pack. If so, try to move the encounter into the forest, where the pack can use the terrain and cover to its advantage.

The pack is not looking to slaughter the party outright. It is a pack of dogs and will act as such, playing with its prey, chasing it down, and often retreating after taking down one element of a “rival pack” as the pack will view the party.

If the pack gains the upper hand, it will often take down one or two party members and flee back to the woods, making their point and terrorizing the “rival pack” at the same time. Until the final encounter, the pack will not try to TPK the party. This will force the party to use up resources between encounters and leave them “weakened” the next time the pack attacks.

All kills made against the pack come out of their final numbers. Damage done to the mobs is unhealed (though the others may be healed as Feyurif is able), and represents attrition of the mob unit as well as damage to individual dogs. The pack leaders, the special dogs that run with the pack, are eliminated not to return. This allows the actions of the party against the pack in the early segments to have an impact on the final battle, which, though set to the EL for the entire pack, will actually function at a lower level because of the packs losses.

Utilize the pack to terrorize and unless the party makes meaningful strides against it early (taking out all the hell hounds, or some equally visible act), they should almost not realize that they have harmed it.

ACT ONE- THE SMELL OF WET DOGS

Act One involves the introduction of the protagonists (the characters), the antagonists (the dogs), and a slight reference to bigger things (the missing Freeholder). Act One should conclude with the party's arrival in Woodsend (Act I Scene 4, Nobody Home?).

Game Time: Day 1, ending at Dusk

Play Time: 45 minutes

SCENE 1: ON THE WAY THERE

The party meets on the road and can see what they've learned so far on their journey.

Light: Daylight, muted with canopy of leaves from overhanging branches.

Sounds: Birds chirping, insects buzzing (No check). Dogs howling over a mile away (DC 40 [hear DCo at +528 for 1 mile away, I figure 40 is fair enough]).

Auras: None.

As the PCs make their way along the Shalehal Road, from Shalehal to Loftwick, they have decided to travel in a group, for safety. There have been several strange reports of wolf attacks and wild dogs, but nothing that a strong party of stout adventurers should be unable to handle. Allow the players to introduce their characters to each other if they do not already know each other.

Characters who would like can choose to have asked about the local goings on in the area in the last town. A character receives the information at the result indicated by the roll and the results above that. A sampling of possible information is provided:

<u>Check Result</u>	<u>Information Gathered</u>
10+	"There be strange howlings some nights, even when there tain't no moon abouts."
15+	"Missus Walstrut done lost her mind, saying that pack o' dogs done got her cat. That thing more'n likely just got treed someplace and nobody's spied it yet."
20+	"Word was a merchant and his son got attacked by some wild dogs, too, just outside Loftwick along the Burn road."
25+	"Word has it that a group of border guards went into the woods just last week with some Free knights. I bet they get to the bottom of all this."
30+	"One o' them druid told me its some devil or some such stirring up the animules whats got the woods so crazy."

Also, at this point, have the characters establish their marching order and determine their movement rate. While it is possible and likely that some or all of the party might be mounted, it is equally likely some members maybe on foot or mounted on animal companions or holy mounts. This information will be useful as the Act progresses.

SCENE 2: FROM THE WOODS

The players meet the Free Squire Jayce Entrigal and his retinue and discover they are searching for some sign of the missing Freeholder on orders of the Acting Freeholder.

Light: Daylight, muted with canopy of leaves from overhanging branches.

Sounds: Birds chirping, insects buzzing (No check). Soldiers in armor, at least one mount, coming from 60 feet into the woods to the West, moving quietly but not stealthily, with trees acting as sound buffers (DC 15 [5 for moving quietly, +6 for 60 feet, +4 for trees as buffers]).

Auras: Faint Magic (some of the Free Squire's gear, and one or two things on the Border Guard Sergeant.

This encounter relates to larger plot issues at work in the Yeomanry and does not relate directly to the story at hand. It is included to keep characters aware of the "background movement" occurring in the country even as their adventures take place. Adjust the description and preparations of the party as necessary if they hear the group coming from the woods.

As the party moves along the trail, the brush about forty feet in front of you begins to shake. First two, then almost a half-dozen soldiers step out of the woods, their number standing about two mounted figures, one in heavy armor, and one in woodland cloaks.

There are eight soldiers in all, six on foot and two mounted. The two mounted are a Free Squire and a Border Guard Sergeant, while the soldiers are three Free Guard and three Border guards. Allow each Yeomanry player a DC 5 Spot check to identify these individuals for who they are before they even speak, each Sheldomar non-Yeomanry character a DC 10 Spot check for the same information, and any non-Sheldomar a DC 15 to make the Spot and realize who they are.

Allow the players whatever response they choose, as the Free Squire and the Sergeant will likewise take a moment to assess the party, looking for militia- or army- tabards, or any insignia they recognize. The Free Squire and his Guards will ride forward to interact while the Border Guards stay near the edges of the trail, ready to disappear into the underbrush if battle breaks out.

"Stand and be well met," the rider in heavy armor calls out as he rides forth, three of the footmen at his side with longspears. He himself holds forth his open right palm, void of any weapons, while his left holds his reigns. "I am Jayce Entrigal, Free Squire currently assigned to Free Knight Emory Durell and searching these parts on order of the Free Knights. I would have you identify yourselves and your intentions."

Assuming the party converses peacefully with the Free Squire, they will learn that he and the Border Guard from Fort Kendeen are searching out a rumor regarding the missing Freeholder. Acting Freeholder Melinda Windomere has made searching out all such rumors a priority for the Free Knights, and they have agreed. Jayce Entrigal was sent to investigate a rumor of the Freeholder having been seen in the woods near Whitehurst, but they

have turned up no useful information there or in the woods surrounding it. They are on their way back to Shalehal to report, heading back along the road that the party came down already. Assuming a peaceful interaction, the Search Team will take a lunch break with the party.

Untiered Encounter (EL 13)

🗡️ **Jayne Entrigal, Male Human Paladin of Delleb 11:** hp 82; see *Appendix 5*.

🗡️ **Border Guard Sergeant, Female Half-Elf Barbarian 1/Ranger 8:** hp 70; see *Appendix 5*.

🗡️ **Free Guards, Gender Race Fighter 4(6):** hp 36; see *Appendix 5*.

🗡️ **Border Guards, Gender Race Rogue 3 (4):** hp 15; see *Appendix 5*.

Developments: Jayce is a good fellow and is always on the lookout for adventurers and explorers who can help sate his curiosity and fulfill his quest for knowledge. He will attempt to interact in a friendly manner with any character who is willing to do so. Those who wish can exchange pleasantries with him and will be presently surprised at his cordiality.

Those who are friendly to him will receive the **Free Squire's Friendship**.

A characters will **NOT** receive this benefit if:

He is rude or dismissive of Jayce.

He refuses to give their name or give a false name (for whatever reason).

He behaves erratically or strangely, or in any way embarrasses Jayce or his men.

It is not necessary for every character at the table, therefore, to receive the benefit. Those who show little interest in interacting with him do not receive it, while those who attempt to befriend him do.

SCENE 3: THE CHASE

The party is engaged by wild dogs. The party fights them and they flee. The party can see and pursue dogs into town. The dogs outrun them, if possible, and escape.

Light: Daylight, muted with canopy of leaves from overhanging branches.

Sounds: Snarling and yipping (DC 20 [about as loud as people whispering 15, +5 for distance])

Auras: None (or very slight *evil* generated by the Worgs or Winter Wolves if they are present, and only detectable once they are visible).

If the party hears the dogs ahead, read the following.

Somewhere ahead, several dogs growl and yip, as if engaged with something. It is not the sound of play, and it is not loud enough to be combat.

If the party does not hear the dogs ahead, or when then turn the bend in the road and see them, read the following.

As you turn the bend in the road, you see a pack of wild dogs and wolves tearing and gnawing at the carcass of a dead horse, which lies blocking the road. As they jockey for position and pull at the dead beast's rotting flesh, the canines growl and snap at each other. Stranger than their behavior is their arraignment—several of the hounds wear cloaks, necklaces, even dangling bracelets worn either tight around legs like an arm cuff or around necks as necklaces. One even has what looks like piece-meal leather barding.

Almost as one, the dogs catch the scent of the party and freeze, slowly turning their heads towards you. The largest of the dogs growls, baring its fangs, and charges you, as the others in its pack move to follow.

This group of dogs was dispatched by Feyurif to run the perimeter and watch for any one trying to escape. They have stopped for an afternoon snack as the party approaches, and are too concerned with dining to hear the clank of the party until they come within sight/scent. Seeing the party, they assume they are a group trying to escape (all two-legs look alike to most dogs) and will engage them. After a few rounds, the dogs will realize these are stronger two-legs than they've been facing and will flee back up the road towards the town of Woodsend.

APL 2 (EL 2)

🐾 **Riding Dogs (3):** hp 15; *Monster Manual*, page 272.

APL 4 (EL 4)

🐾 **Riding Dogs (5):** hp 15; *Monster Manual*, page 272.

APL 6 (EL 6)

🐾 **Worg:** hp 36; see *Monster Manual*, page 256.

🐾 **Riding Dogs (6):** hp 15; *Monster Manual*, page 272.

APL 8 (EL 9)

🐾 **Winter Wolf (2):** hp 59; see *Monster Manual*, page 256.

🐾 **Riding Dogs (6):** hp 15; *Monster Manual*, page 272.

Tactics: The dogs will look to trip any opponents they can. All the dogs in the pack have been trained by Feyurif and are able to trip as wolves. The dogs will realize after two or three rounds (or after half their number are dispatched, whichever comes first) that they

are outmatched and will retreat to the town for protection and safety.

If the Worg is present, it retreats as soon as it is damaged, but stays where it can observe the party.

If the Winter Wolves are present, they attempt to catch as many of the party as they can in their cones of cold and will attempt to trip mounted combatants with their +8 bonus to free action trip attacks. If wounded severely, they retreat.

Treasure: None.

Developments: If the animals flee, they should be able to escape. The dogs have a movement of 40 ft.; the wolves, worgs, and winter wolves have a movement of 50 ft. When they flee, they will flee in the same direction (roughly Northeast), but they will spread out to try to minimize targets and so that they can't all be followed.

If the party insists on chasing them, pay close attention to movement speeds among the party and distances covered. First, the party is about 1/4th of a mile (1320 ft) from the town as the crow flies. Most of the path twists and turns through wooded areas, and the dogs tear straight through the woods. If the party blindly charges after the animals, the smarter dogs (worgs, winter wolves) will look for opportunities to Hide (they can move half their normal distance, 20 or 25 ft depending on canine, and do this without penalty if not being followed; they can move their normal move, 40 or 50 ft, and Hide with a -5 penalty, PHB pg76), slink back along the path, and attack the weaker, slower elements of the party who do not charge head on. The dogs will use the trees for cover and will use their Scent abilities to locate and stalk their prey until either the party backs up and regroups (giving the dogs time to get away), the dogs escape (by simply outmoving the party), or the dogs are beaten.

When the party has dealt with the dogs, they can regroup and examine the dead horse and any dogs they defeated. With a Heal check (DC 20 [physical cause DC 0, +5 per day, +5 for scavenger damage]) the party can determine the dead horse was killed three days ago, that it was taken down by the legs and crashed to the ground, where it was torn apart. There is no evidence of another body, but it is wearing tack and harness, and has a saddle still dangling about the remains of its innards. Anyone with Track feat who makes a Survival check (DC 20 [Soft Ground 10, Small Creature +1, 3 days +3, 6 hours of rain in there +6]) can surmise that the horse was carrying a rider, likely a small-race or a child, who was thrown some distance forward along the road. The rains and days have destroyed any clearer evidence than an impact crater about the right distance from the front of the horse and signs of a great deal of dog activity around that point as well.

Examining the dogs/wolves is a different matter. Of the riding dogs, one or two has a bit of barding and one has a riding harness. Another has a cloak fastened around its neck and all of the Riding Dogs have collars. The

wolves, while wild and without "garments", nonetheless have pristine coats except where they are marred by the blood of this battle or by old scar tissue beneath.

If any Druid or Ranger tries to use their Wild Empathy abilities, they will get the following results. First, if attempted upon seeing the animals, the dogs attack outright, as they are already Hostile and not interested in watching the two-leg's body movements for a minute. This makes the Wild Empathy DC 35 for a full-round action attempt to stave off the fight (DC 25 from Hostile to Indifferent, +10 for the rushed check). If shifted that far or better, the dogs will simply head out into the woods, wanting the new "dog" to come out to them as they do not trust the two-legs that are still there in the party. If the Wild Empathy is applied after the dogs are defeated, the animals are Hostile as long as they are captive and will run if freed. Though they might believe the body language of the druid or ranger that they are not a threat, no captive wild animal will calm down or be passive until it is sure it is safe and can flee if necessary, which these animals will do at first opportunity.

If any Druid or Ranger uses *Charm Animal* on any of the dogs or any arcane caster uses *Charm Monster* on the Worg or Winter Wolves, as they are magical beasts, and then uses *speak with animals*, they can learn the following:

We are members of the pack of Feyurif, who is a fire-dog (what other description would a dog have for a hellhound canomorph?). ***We follow the fire-dog because he trains us and shows us how to rise up against the two-legs. Feyurif moves the pack, but it is easy to find because we can smell it. We are working this town now, and once all the two-legs are dead, then we will gather more to our cause and move on.***

Any use of *Calm Emotions* can yield the same result. The dogs show no love for any two-leg that did not charm them or that does not speak directly to them. When the spell wears off (or when the PC stops directing the *charmed* animal) it will attempt to wander off, seeking to re-unite with the larger tribe. If the one who charmed it insists the animal stay, it will, but it will be saddened that its new friend chooses to stay with the two-legs rather than join the pack of Feyurif. If the party asks the dog to lead them to the pack, he will lead them directly to the ENTIRE pack as outlined below in Scene Three, who will engage the party among the trees full on. If this occurs, adjudicate this as you see fit, with the idea of retreat back to the town of Woodsend as a good hint for the players should things turn rough.

SCENE 4: NOBODY HOME?

Refer to DM Aid: Map#1- Woodsend Map

The party arrives in Woodsend, where they find the town in shambles, what houses there are lying open and deserted. Another pack of dogs will appear, this time bigger. They will begin circling the town at an extreme range. One of the spokesmen of the town will call the party into the inn hesitantly. He will explain that the town has been overrun by scores of wild dogs.

Light: Daylight, late afternoon with dusk approaching within the hour.

Sounds: None. (Once the players enter the town itself, howling of wolves or dogs, DC 5 [DC 0 to hear, -5 for distance], DC 15 to recognize that it comes from all around the village, not one direction [beat DC by 10, can understand words spoken; translated to equivalent knowledge])

Auras: moderate *Lawful* aura generated by the Church.

The party enters the map from the Northeast (To Loftwick) and heads southwest into town. The boxed-text assumes they travel into the center of the town where they will find some signs of life. If the party wants to instead start searching from the moment they see buildings, adjust the encounter accordingly. Play up the feeling of the abandoned ghost town as much as possible.

The small hamlet of Woodsend has surely seen better days. What appeared to be chimney smoke is revealed to be the still smoldering ruins of several shells of homes and other buildings. Some of the buildings seem to be simply abandoned; others are boarded and shuttered. A low wind disturbs the leaves that litter all the yards and roadways, and somewhere in the distance, a dog howls. Perhaps most telling is the lack of sound from anywhere in the village—it is still early yet as the sun still shines and yet there is no voice, no saw, no laughter or cries.

As you follow the paths deeper into the village, towards the inn, you see that there are some lights in its second floor that still shine, as well as in the temple across the road from the inn. Mayhap the town is not as abandoned as it first appeared. Still, no voices call out.

Allow the party to move around at this point as they see fit. Use the description of the town below to fill in any gaps. At the first opportunity (either the first place the party goes, or immediately thereafter), one of the shelters will open its doors and call for the party to come within, urging them to seek cover before the pack arrives. If the party refuses, have the first shelter close its doors and let the party see the pack as it moves around at the extreme perimeter of the hamlet. Allow them to search another place and have the pack begin to close in again.

As the sun begins to set, you hear the howls from all around you. They start from every direction and begin to gather, though it is hard to judge distance as the sound of the howling is moving and growing louder. Suddenly all is silent for moments and then the howling begins again, closer.

Looking down the nearest street, far off, at the other end of the village a large mass of dogs, possibly a score or more, moves down a street before cutting back out of view. And then the howling comes from the other side. This time at least two score canines, some larger than just dogs, charge between side alleys, taunting you, calling you, challenging you. Like the others you encountered before, several of the hounds wear cloaks, necklaces, even dangling bracelets and leather barding and chain barding, in much greater numbers than before.

Just as the thoughts of battle lead you to consider strategies, you catch your first glimpse of what you face—several score of dogs, maybe as many as several hundred, move as a group, large masses of them kicking up dust like a herd of horses, and as one begins to howl, they all howl in unison.

Have the second shelter open its doors and try to encourage the party to accept their sanctuary. If the party refuses a second time, bring the pack in to engage them as quickly as possible, attempting to quickly overwhelm the party and then retreat back out of town as outlined below (The Pack, Act Two).

If, through some miracle, the party is able to drive the pack off (through attrition and the need for the pack to re-appear in later scenes), then adjust the role-playing of the NPCs accordingly. In that case, some of the leaders at either location will come out to see who the party is and to try to get them to help free the village.

THE HAMLET OF WOODSEND

The actual layouts of the interiors of the buildings are left up to the creativity of the individual DM. Ideas and basic descriptions of several of the more prominent buildings and areas are included to provide details and potential resources about what the town has available during the siege.

Movement around town should be dangerous and terror-filled. Clear streets, once the door is opened, reveal Chihuahuas waiting to sound the alarm. Growls come from under porches. Characters should get the feeling that there are always more dogs about than they can see.

The Church of Seven Faiths- (masonry stone walls, high[2-story] ceiling, strong wooden door, glass windows, now blocked with wooden planks from pews)

This solidly built stone structure houses the local church, consecrated to the Seven Faiths in general and Fortubo in particular. It is manned by Oswald Rockridge, a Dwarf Cleric of Fortubo 3, and his acolyte, Josef 'Jo' Wickerson, a human Cleric of Kord 1. Their brother, a third cleric, went to find food from the well 2 days ago and never returned. Since the attacks began, the church started as a shelter and has turned into a sanctuary, so far impervious to the pack's attempts to break in. Some of the colored-glass windows have been shattered, their shards littering the floor and boards nailed into place with braces nailed across them. In the last few days, some half-dozen families, most broken by the loss of at least one member on the run to the sanctuary, have made their way here. In total, perhaps forty of the town's surviving residents have sought shelter here.

ALL APLS (untiered)

☞ **Oswald Rockridge, Male Dwarf Cleric of Fortubo3:** hp 22; see *Appendix 5*.

☞ **Josef 'Jo' Wickerson, Male Human Cleric of Kord1:** hp 6; see *Appendix 5*.

☞ **Commoner Type 1 (10):** hp 3; see *Appendix 5*.

☞ **Commoner Type 2 (22):** hp 2; see *Appendix 5*.

☞ **Commoner Type 3 (5):** hp 7; see *Appendix 5*.

☞ **Commoner Type 4 (3):** hp 10; see *Appendix 5*.

Woodsend Inn: (masonry stone first floor, strong wooden second floor, strong wooden door, good wooden shutters reinforced)

The Woodsend Inn is a sturdy affair, but the interior has clearly seen better days. A large common room takes up much of the first floor, with a stone hearth and the remnants of a stage (the rest likely burned as firewood) along one wall. A bar runs along the opposite wall, and a door in that wall leads into a kitchen area. The kitchen contains a fireplace in the wall opposite the one in the common room, keeping the Inn nice and toasty even on cold nights.

That said, the Inn now looks more like a makeshift hospital than an inn. The tables and pieces of chairs have been placed in the windows to reinforce the shutters, the floor of the common room is spread with blankets and goods as families who have sought shelter here stake claims to small areas. The stairs, opposite the main door and above the rear exit, in the back of the common room lead up to eight rooms, 2 of which serve the innkeeper (Efram Peterson), his family, and his staff. Three others are still occupied by the guests who rented them as the horrid business started. The last three have likewise become shelters now, serving two or three families each.

In total, the Inn holds perhaps sixty of the town's remaining residents, including several militiamen and their families. The Innkeeper, whose larder was stocked when the siege began, was wise enough to ration what he did have. His foodstuffs have lasted the group so far with one meal a day, despite the grumbling pleas of the townsfolk. The situation has turned for the worse, however, as he has only enough food to last the group perhaps another day, but after that, the already hungry families will begin to starve. Their water situation is much more dire, as they have been without a significant water source for some days now. The barrels in the kitchen have run dry, and only a few reckless or fool-hardy souls have risked the run to the well—the last two who tried didn't make it back from their third shuttle trip with the buckets, which still lie in the commons beside the well.

ALL APLS (untiered)

☞ **Efram Penderson, Male Human Expert2:** hp 9; see "Local Expert B", *Appendix 5*.

☞ **Freya Penderson, Female Human Expert1:** hp 5; see "Local Expert A", *Appendix 5*.

☞ **Commoner Type 1 (16):** hp 3; see *Appendix 5*.

☞ **Commoner Type 2 (29):** hp 2; see *Appendix 5*.

☞ **Commoner Type 3 (7):** hp 7; see *Appendix 5*.

☞ **Commoner Type 4 (5):** hp 10; see *Appendix 5*.

Inn Stables: (good wooden walls with high ceiling [hay loft in back half], good wooden doors)

There are no horses left in the stables, it having been left open and the horses becoming early game for the pack, those that didn't escape. Several of their carcasses lie about in the woods nearby, still providing occasional meals. The stables are made of wood, and have solid wooden doors that, should they be barred, provide a secure shelter. The only problem with this is that the braces for the bar are, as would be expected on stables, on the outside.

Inside, several stalls lie open and empty and dog droppings show that the pack considers this marked territory. Each stall has a small water trough, mostly empty, and a water barrel in the corner, used to supply the troughs, lies half full (Knowledge (nature) DC 10 will determine that the level is likely as far down as the larger dogs could drink from the barrel). The back half of the stables contains a hayloft, with an opening in the rear wall at the second floor for loading in the hay. Currently the loft is about half-full of hay and some other animal feed, such as oats.

Tacklebagger's Provisioners- (masonry wall one-story building, good wooden door already shattered)

This is the local general store, and it has been broken into and ransacked repeatedly by the pack. While the shutters are still latched, the front door has been smashed to pieces and the rear door has been unlatched and left open. Within, almost every bag of rice and flour has been torn and leaked onto the common room's floor. Jars of jams and jellies have been knocked off shelves, and those which busted open have been lapped up by the hounds. Barrels of salted meat overturned and the meat pulled from the salt. All in all, most of what the place contains has been gnawed on, torn, broken, or smashed.

Much of the rice and flour can be saved, as can some of the vegetables, still hanging in bags from the ceiling, perhaps beyond the reach of the pack. There are no weapons, but there is a great deal of rope (600 hundred feet of it), a number of hammers, saws, awls, and picks (that would function as the simple weapon equivalents with a -1 to damage), blankets (perhaps a dozen), and an almost endless supply of nails.

The Militia Post- (hewn stone one-story walls, iron door, strong wooden shutters)

Those here are in a somber mood. Their leader, Captain Wells, was taken down on the first day when he stood against the smaller pack that the dogs used to draw out the militia. Sarge Terry, the second in command, died from the fire-dogs' breath the next day. Since then, two of their number have left to get their families and the three who remain have no idea who is still alive and who is dead in the hamlet. The remaining militiamen, Alvan Wark, War2, Brendan Yonkin, Ftr1, and Delmont Zater, War1, are all miserable, but they are also suspicious. They will start as unfriendly to anyone who is not wearing a Yeomanry militia or army tabard, and will have to be convinced that they are not shapechanged dogs trying to get them to open the door. (Diplomacy check DC 15 if in tabard, 25 if not; Bluff DC 15 and Intimidate DC 15 checks to convince them they should open the door because you say so and you are someone important that they should listen to-- Bluff since they don't know you and Intimidate to make them listen, even if they buy that you are who you say you are, and since they are safe where they are.) If the party has not stood against the pack yet, a "run-through" mauling can serve to help convince the militiamen to open the door—after the dogs are clearly gone, of course.

Once inside, the party will discover that these militiamen have several scores of trail rations stacked in cases (they've only eaten some/most of the first case). There are 9 more cases with 10 rations per case, 90 man-days worth of food, though the militiamen are not likely to volunteer to carry it anywhere, choosing instead to stay here.

Also, inside the outpost are a dozen light crossbows, with a score of bolts each, six long spears, and 6 short spears, all of average quality. There are also 4 pairs of medium-sized leather armor and 2 pairs of small-sized leather armor. This is the outpost's surplus equipment, crafted by members of the Yeomanry Trade and Craft Guild for use by new militia recruits.

ALL APLS (untiered)

☛ **Alvan Wark, Male Human Warrior2:** hp 15; see "Local Expert B", Appendix 5.

☛ **Brendan Yonkin, Male Human Fighter1:** hp 9; see "Local Expert A", Appendix 5.

☛ **Delmont Zater, Male Human Warrior1:** hp 9; see "Militiamen", Appendix 5.

The Lumber Yard- (good wooden walls rising twelve feet into the air forming a stockade, open on top).

This was the busiest spot in town before the pack arrived and set siege to the hamlet. Its floor is hardpacked dirt covered in sawdust, and the same sawdust lies pushed into the corners in heaps more than a foot deep. Lumber from the surrounding forest is hauled here, mostly by sheer manpower and ropes, where it is then cut down to a variety of sizes. Nothing goes to waste, as even the rubbish is used in the locals' fireplaces and the sawdust in the tavern, inn, stables, and militia yard. Now, several trees, planks, and boards in various stages of cutting lie unattended, and the entire area is cluttered with tools, limbs, and other detritus left behind by fleeing lumberjacks. Several saws and awls can be found here, as well as planks of wood from 2 to 5 feet wide and 10 to 15 feet long.

Woodcutters' Houses- (good wooden one-story walls, simple wooden doors and shutters)

These are the houses of the woodcutters, and, based on a steady supply of wood and a great deal of skilled labor, these are sturdily built. Each has three or four rooms, though only perhaps one in three has a chimney. Several of the houses have signs that the dogs have tried to dig under the walls, to no avail as the woodcutters set their walls deeply. Some of these houses have been ransacked by the pack; others hold families of commoners and experts too afraid to leave, for fear that the pack will appear and take them down.

Farms and farmhouses- (good wooden two-story walls, simple wooden doors and shutters)

The outlying farmhouses are nicer than the woodcutter's homes, lavish two story affairs of sturdy

wood construction. This has made them targets for the packs, who either burn the farmhouse down or tear through the doors and use the building for shelter. There are very few chickens left on any of the farms, as the dogs took them early for sport as much as for food.

These farmhouses are located some distance away from the center of the village, and the people there are some of the most afraid to try to run, having seen or heard of others who tried and were run down. The dogs tend to leave the families they have not yet taken alone, using them to keep the others in town afraid, and herding them back when they try to leave.

Two of the families that have the farms furthest out are the Finabaums and the Darkmantles, both stubborn farm families that didn't leave their homes when they had the chance and now see no way out of the wooden fire-trap they've found themselves in.

The DM should select two farms to represent the farms of these two families, and can fill the other farms as he/she sees fit. The following statistics can be used for whichever NPCs the DM decides are relevant to help improve the scene.

ALL APLS (untiered)

🔪 **Parents:** hp 3; see "Commoner Type 1", *Appendix 5*.

🔪 **Children:** hp 2; see "Commoner Type 2", *Appendix 5*.

🔪 **Big Brothers/Sisters/Uncles/Aunts:** hp 10 or 9; see either "Commoner Type 4" or "Militiamen", *Appendix 5*.

Spokesman's House- (strong wooden two-story walls, good wooden doors and shutters shattered, house ransacked)

This house has been thoroughly ransacked by the pack. The front and rear doors are smashed as to not be securable. Its windows on the first floor have all been shattered out, several apparently blown outward with fire, though the fires seem to have been put out. The furniture has been torn to pieces and piles of it lie in every corner. Remnants of foodstuffs lie strewn about and sickeningly identifiable bones lie here and there. The upstairs is little better. The master bedroom, apparently where the spokesman's family made its last stand, lies wide open, its door shattered into fragments that hang from the hinges. Within, several blood smears tell the fate of those who made their stand here. Whatever paper documents were around the house are scattered and torn, showing tear marks as much of the furniture does.

A successful Knowledge (nature) DC 10 will recognize that this is perhaps a regular lair for the dogs, as there is little sign of droppings within the house itself but quite a bit in the surrounding yard.

It is quite possible, that should the party seek out the pack, they will find them here. In most cases, the pack will surge into any spaces in the house and attempt to overwhelm any two-legs they find within.

The Brewer's House & Brewery- (masonry wall one-story, good wooden doors and shutters shattered, house ransacked)

The Brewery House and the connected brewery were recent constructions, having only been built about a year and a half ago by an enterprising brewer named Boswell Thibbs. His house, located next door, has been ransacked and the furniture destroyed. Any foodstuffs therein have long since been destroyed.

The brewer's family, along with his staff and some of the local families, has retreated to the brewery itself, which was built with stone walls instead of the usual wood in case of mishaps. The brewer did however build a well very close to the brewery and there is an ample supply of both water and beer within. Several large casks hold the water, though all but two are down to the dregs. Those two are each half full and currently hold about 20 gallons of water apiece. As to beer, there are approximately 20 smaller, 5-gallon casks of beer left. What hops and grains there were the brewer cooked into gruel for the families in the first few days and this group has been without food already for a day when the party arrives in town.

ALL APLS (untiered)

🔪 **Boswell Thibbs, Male Human Expert8:** hp 30; see *Appendix 5*.

🔪 **The Brewer's Assistant:** hp 9; see "Local Expert b", *Appendix 5*.

🔪 **The Brewer's Aide (2):** hp 5; see "Local Expert A", *Appendix 5*.

🔪 **Commoner Type 1 (5):** hp 3; see *Appendix 5*.

🔪 **Commoner Type 2 (10):** hp 2; see *Appendix 5*.

🔪 **Commoner Type 4 (2):** hp 10; see *Appendix 5*.

The Tavern- (charred remains of good wooden walls that rose one-story, doors and shutters little more than ashes)

What was once "Three Planks to the Wind", the local tavern is now a burnt-out husk, its smoldering ruins still warm in places as smoke rises from the charred remains and occasional small sparks and flames sputter in attempts to gain a foothold in the ashes. The hearth still partially stands, and it clearly served both the kitchen and the common room. A large cast-iron pot, probably once used for some delicious soups, now sits amidst the dust and ash, immune to the heat. There was no upper

floor, but the roof caught fire and collapsed inward. A DC 20 Spot or Survival check indicates that the fires that burned this building to the ground were set repeatedly, as if the entire structure may not have been destroyed originally but that repeated fires had been set to assure that nothing of the place was left. Skeletal remains of perhaps four bodies, maybe more, lay scatter about, the charred bones dragged from the wreckage and gnawed upon by the dogs.

Wells- (hewn stone walls, strong wooden winch with good wooden well cover)

Three common wells exist in town: one outside the lumber yard that the woodcutters use; one behind the inn that the inn and militia post (as well as most travelers) use; and a third that the brewer has recently dug to help him in his enterprises. The farmers each have a well or a stream close enough to their land to provide them with adequate water.

Once the party has gotten into one of the shelters and are with some of the townsfolk:

As you enter, the door is thrown closed quickly behind the last of you. As your eyes adjust, you see the room filled with people, more than it could reasonably hold. Stout yeoman lumberjacks quickly move benches up against the door as the howls of dogs outside grows noticeably closer. Just as the third bench is propped up and locked in against the first two, something slams into the door hard enough to shake the benches [tables] holding it shut. Howls echo outside in the darkness, and once or twice more the thuds against the door indicate something trying to force its way in.

Your host, who had been assisting the lumberjacks in closing off the door, turns to you and smiles warmly, but his eyes show deep concern. "Welcome to Woodsend, folks. Seems like ya might've picked a bad time to visit, though."

Developments: It is possible that the party might decide to search some of the first houses they see. These houses will, for the most part, match the descriptions of the houses as listed in the town text above. Adjust this as you see fit and either populate it appropriately with cowering citizens or have the door sufficiently torn apart to allow the pack to have gotten in.

If you choose to include other NPCs in an earlier building they search, a good strategy at this point would be to have the NPCs indicate to the party where shelter is that they have been too afraid to try to reach, because of the pack, having the NPC select either the inn or the church as you feel appropriate for the NPC you create.

ACT TWO- THE FIRST CIRCLING

This Act focuses on the characters gaining information about what has been going on and facing the pack's fury in full force at night for the first time. After the encounter during the day, the party engages the pack again, beginning to realize the situation they are in. Act Two can take place in either order. Skilled DMs may consider merging the two Scenes into one continuous and seamless Act, having the party learn of the condition of the town both before and after the "Pick Your Poison".

Game Time: Day 1, Night

Play Time: 30-45 minutes

From this point onwards, the pack is treated as a single unit, moving about as a giant group. Single dogs act as out-runners and scouts, and play no major role in combats but are visible to the party. These scout-dogs are figured into the EL, and they can be used at any point as sentries and singular scouts, hiding nearby where the party holes up. They will try to avoid combat, as they are primarily scouts, and will simply howl for the pack and attempt to flee towards it if attacked. The rest of the "army of dogs" will move together unless stated otherwise specifically or unless tactics require it.

Characters who, unwisely, decide to stand against the entirety of the pack, will quickly get taken down, grappled, and shredded (see the pack tactics described in Act Three). However, tactical parties will quickly discover that they can use the buildings (terrain) and equipment at hand (tactics) to fight the superior numbers the dogs possess.

THE PACK

APL 2 (EL 6)

🐾 **Feyurif, Male Canomorph (Haraknin)**
Marshal 1: hp 41; see Appendix 1.

🐾 **Hell Hound:** hp 27; see *Monster Manual*, page 151.

🐾 **Wolf:** hp 15; see *Monster Manual*, page 283.

🐾 **Riding Dogs (2):** hp 15 each; see *Monster Manual*, page 272.

🐾 **Dogs (6):** hp 7 each; see *Monster Manual*, page 271-2.

APL 4 (EL 10)

🐾 **Feyurif, Male Canomorph (Haraknin)**
Marshal 2/Ranger 1: hp 58; see Appendix 2.

🐾 **Mega-Pack of Wild Dogs:** hp 225; see Appendix 5.

🐾 **Hell Hound:** hp 27; see *Monster Manual*, page 151.

- **Dire Wolf:** hp 50; see *Monster Manual*, page 65.
- **Wolf:** hp 15; see *Monster Manual*, page 283.
- **Dogs (6):** hp 7 each; see *Monster Manual*, page 271-2.

APL 6 (EL 12)

- **Feyurif, Male Canomorph (Haraknin) Marshal 4/Ranger 1:** hp 75; see *Appendix 3*.
- **Mega-Pack of Wild Dogs:** hp 225; see *Appendix 5*.
- **Hell Hound (5):** hp 27 each; see *Monster Manual*, page 151.
- **Winter Wolf (3):** hp 59 each; see *Monster Manual*, page 256.
- **Dogs (9):** hp 7 each; see *Monster Manual*, page 271-2.

APL 8 (EL 13)

- **Feyurif, Male Canomorph (Haraknin) Marshal 4/Ranger 3:** hp 91; see *Appendix 4*.
- **Mega-Pack of Wild Dogs (2):** hp 225 each; see *Appendix 5*.
- **Hell Hound (3):** hp 27 each; see *Monster Manual*, page 151.
- **Winter Wolf (4):** hp 59 each; see *Monster Manual*, page 256.
- **Dogs (9):** hp 7 each; see *Monster Manual*, page 271-2.

Tactics: The pack will use the following tactics throughout the adventure, unless noted otherwise somewhere else.

Feyurif: Unless there are problems with fliers, Feyurif moves with the pack in hell hound form, his cloak just like those of so many others of the dogs, his bow and other gear secured out in the woods. As he moves, he can attack as the hell hounds do and grants bonuses to all the dogs of the pack.

At APL 2, he grants all the other pack members a +1 to their trip attempts. At APL 4 he grants +1 as well to their attacks. At APL 6, the bonus to trip attempts increases to +3 and he can alter that bonus: either +3 to trip attempts or +3 to AC versus attacks of opportunity—a beneficial ability for the mobs to have while they move, though it won't prevent the heavy fighters from still hitting them. At APL 8, the bonus to trip or AC against attacks of opportunity moves up to +4.

Mob Tactics: Mob overruns fighters and keeps going (taking AoO but dealing trample), moving over and grappling mages, clerics, bards, rogues, etc. Once it establishes a grapple, using its expert grappler ability, it then moves again, back over the same fighters again,

carrying its prey, and ending its turn dealing damage to them again. (The pack grabs someone and pulls him along, nipping and biting the while, and savaging him when they stop. While doing this, they race past the bigger threats, wheeling them around and trying not to stand against big armored knights that they have more trouble hurting and that get more than one swing at them. Archers get chased as much as possible and grappled when caught. Weaker members of the party get caught in the mass and brutally torn to pieces at the full damage each round.)

Likewise, as predators, the pack takes a perverse pleasure in chasing its food. If the party is not making a full-out stand against the animals and if they do not feel threatened by a creature, the pack will often drop a grappled creature, move over it and away from it, only to chase it again later. (This should give some party members chances to escape the pack early on, should they erroneously think it is incapable of doing them harm.)

Using the Terrain: The pack has been trained well by Feyurif, who has taught them to use their speed and the natural terrain to their best advantage. Using the mob's grapple ability, they can carry party members around corners and down streets before depositing them. The pack itself can run around the sides of buildings, getting out of sight of fliers and spell-casters, only to come looping around the other side of the building at a run. Have the pack take as full advantage of the terrain as they possibly can. Houses that are already sacked or burned out likewise can provide shelter and/or cover. The pack is operating both by scent, which each member of the pack has, and by howls and barks, indicating to those who have moved away where the prey is.

Dealing with Spell-casters: Spellcasters offer the potential of both damage and counter-control and Feyurif thus considers them the greatest threat. Any spell-caster that is identified, whether they are arcane or divine, cleric to warmage, will become the prime target for the more intelligent members of the pack. The hell hounds in particular will attempt to take down these pests as quickly as possible. Feyurif will attempt to overrun the caster, if the mega-pack is present and in a position to do so. If the caster proves resilient or overly courageous, the mega-pack can stop on top of him or her, causing damage simply by presence, and making casting or moving a dangerous affair. Invisible characters will be tracked down by scent. Three dogs will agree to target the scent and then home in on the target square, moving to keep the scent among them. Enchanters and others who try to charm or sway the pack will find themselves the target of the more intelligent dogs as well, as they attempt to force the caster to attack them physically, granting their packmate another saving throw against any controlling effect for watching the attack. Feyurif particularly despises casters and if any prove particularly troublesome, he will stay behind and use his sniper abilities to target the casters from hiding as best he can.

Dealing with Fliers/Elevated Opponents: Perhaps the greatest threat to the dogs will be fliers and opponents who get on rooftops. Though it is possible for someone level 5 to be playing down to APL 2, it is unlikely that fliers will be a problem before APL 4, and then not dramatically so until APLs 6 and 8. (Thus the discouragement to play dramatically off-level or above 9th in the blurb). There are only two real tactics the pack can use against fliers, though some others are added in the description of the town. First, Feyurif is an archer, and his skills increase dramatically as the APLs increase. He will be able to Hide and move, using his archery to attack any fliers (hopefully) without being seen (note *Moving Sniper* ability of the Woodland Archer feat he has beginning at APL 4). This should discourage them from spending too much time in the air.

Second, the dogs can retreat under the cover of the trees, forcing fliers to come down underneath the canopy (within fifteen to twenty feet of the ground) where they can then be subjected to breath attacks from the hellhounds/winter wolves. Characters eager to fire the woods should find strong objections to this among the NPCs and will NOT receive the **Favor of the People of Woodsend** if they insist on firing the woods.

SCENE 1: PICK YOUR POISON

That night, the dogs surround the building the PCs are in. The PCs may choose to engage, but the dogs will try to force entry into the house, if they do. Once the PCs are securely inside, the dogs will retreat. This will be the first chance for the party to meet the pack, an untiered encounter, in full force.

Light: Night, overcast with heavy clouds, some moonlight or starlight, regular visibility to 15-feet (30-feet for low light, regular 60-feet for darkvision) without a light source.

Sounds: Insects buzzing (No check). Dogs howling (no check).

Auras: None.

Any time the party moves, it will be hounded by the dogs, literally. Using their superior movement, they will attempt quick in-and-out attacks, retreating as individuals at the slightest sign of serious harm. The scouts will provide useful distractions at this point, sitting and howling away the party's every move every time they are spotted or scented.

Though the pack is present at this point in force, have them act more hesitant around the party, as the party is as yet a new factor in this equation. This uncharacteristic behavior (Knowledge: Nature DC 10 to realize that packs should challenge another pack that is in their 'hunting ground', at least for dominance) may indicate to some more naturally inclined individuals that there may be some higher intelligence at work.

Shortly after they have acquired shelter, the pack comes through town.

The baying and howling outside grows louder and through cracks in the shutters and door, you can see the pack move through the streets. Perhaps a hundred, perhaps as many as two hundred dogs of all types move through the dusty roads and swarm over porches. Several have their noses to the ground, and have apparently caught the party's scent, as they move purposefully towards the building within which you have found shelter. The howling starts up, and circles the building, coming from all sides.

Allow the party to react as they choose to. The NPCs that share the shelter with the party will become shaken and will seek to hide wherever they might, huddling together in fear of the pack. Once everyone has taken whatever precautionary measures they wish to prepare, continue with the following.

The howling continues until you believe it might drive you mad, and then it stops. For a moment, it is silent and still and then it comes again, this time in yips and yowls and barks. Suddenly the doorframe shudders. A window shatters as a gout of fire erupts through the broken glass frame.

The pack is making a half-hearted attempt to enter. They will slam into the door with a sizable force, but will not be able to break through any of the strong wooden doors with less than two strength check rolls of natural 20s, the good wooden doors of the villagers on a single roll of 16 or better. They will only attempt to break into any shelter 6 times during the night—a total of 6 rolls to see if the door gives. The pack does 5d6 bludgeoning damage, and could, on average, slam through even a strong wooden door in two rounds (averaging 17 points of bludgeoning damage a round, with strong wooden doors having a hardness of 5 and 20 hit points). They will take advantage and do some damage to the doors, but they aren't looking to destroy them yet, unless it happens for them easily. They instead are "calling out" the new "pack" of adventurers that have entered their territory, trying to assess whether they are to be considered rival predators or just more prey. If the party chooses to stay indoors, the pack will spend a good deal of the night whooping it up outside, but will not penetrate inside the building unless the door gives way.

If the door gives way, or if the party chooses to step out and engage the pack, either way the results are the same. The pack will attempt to separate and take down the weaker two-legs (most likely the civilians with the party) while herding the rest of the party back towards the village, either by chasing them, luring them, or physically grappling and dragging them (note the special expert grappler ability of the pack). The party, if they chose to engage, will likely take some damage here. As they get closer to some other shelter, have another door creak open to call out to them, offering them a way out of the situation.

SCENE 2: INSIDE THE KENNEL

PCs get a chance to find out about what's going on from those who live here. Some are assembled within this building; others are spread out throughout town. It is likely that various elements of this scene will play out repeatedly in various forms throughout the adventure.

Light: Night, overcast with heavy clouds, some moonlight or starlight, regular visibility to 15-foot (30-foot for low light, regular 60-foot for darkvision) without a light source.

Sounds: Insects buzzing (No check). Dogs howling (DC 10, throughout the night).

Auras: None.

The party is assumed to have taken shelter with a group of survivors. Adjust what they say according to which group the party encounters, but all of the survivors should be able to convey certain information. Try to work the bullets below into a natural conversation, using these as guideposts for what the people know. Below the general information is information held specifically by three groups of survivors, those at the Inn, the Church, and the Militia Post, as well as some interesting tidbits known by some of the outlying families that are likely in need of rescue.

NOTE: It is highly unlikely that the party will rapidly acquire all this information. If anywhere but the Church, the survivors will plead with the adventurers to share their food and water before discussing anything. If the adventurers ever leave any of their gear behind, the villagers will root through the gear, but take only the food and water they find, as they are not thieves, just hungry people. If the adventurers attempt to move around, then use Act Two Scene One: Pick Your Poison to discourage too much movement that first night. If the parties move more than once, or if they begin to plan in relation to the other survivors and the dog pack, proceed on to Act Three and provide this information as it becomes available and necessary. This may provide a chance for the comedic effect several films have when the flat character has information that only comes out when essential, and, when asked "Why didn't you tell us before?" he responds, "You never asked before!"

By no means should the DM simply read off the list of bullets for the location. This is a chance to develop some of the NPCs and to provide the characters with humane incentives for their actions. Hopefully, the party will identify the problems themselves and seek remedies.

- "Started a little over a week ago. Dogs came out of nowheres and started attacking the cattle. We drove 'em off at first, but then they started attacking peoples."

- "There's some of them wild dogs with them. You know? The kinds what breath fire and such like? Seen one of 'em with my own eyes."
- "They tore up a whole bunch of the outlying farms first, and got the Spokesman's house, too. Wouldn't let nobodies in or out of town neither. Started going after the lumber-cutters, they did, and that's when the town shut down."
- "About four nights ago, the real craziness started. Some of the houses done caught fire, and some of the peoples got runned through the streets, like the dogs was playing with 'em."
- "Most folks headed for the Inn or the Church at that point, or back to their homes for their loves ones. That's when the pack of dogs started taking peoples, carrying some off, just tearing up the others and leaving them for dead."
- "For the last three days, few peoples have had the courage to move about. We're penned up where we are, and we hope the fire-dogs ain't with them. Once in a while, someone tries a run, but the dogs show up out of nowheres and tear em down most times."

EVERY PLACE EXCEPT THE CHURCH:

- "We been out of food and water, now going on a day or two. Most of us just took enough water for a day or so from the wells."
- "We'd all been waiting for a new shipment of provisions and such all to get to Tacklebagger's when the attacks started..."

THE CHURCH OF SEVEN FAITHS

- "We lost brother Egbert, we fear. He went to seek food and never returned."
- "Though we can summon water for the populace, we cannot get it to them without risking them or ourselves. And we, and those here with us, are out of food as well."
- "The townsfolk live for the woods. If this threat escapes, I fear the town may die."

THE WOODSEND INN

- "We got no rooms, but you can pull up a piece of floor, if ya like."
- "We's in dire need of water. You got any to spare?" (If the party produces any, they are mobbed before the Innkeeper, Efram Penderson, can push them back and take command, taking whatever is offered and doling it out into waiting cups that are preciously carried back to family blankets.)

- “I seened the fire-dogs leading them. There’s more than one of them fire-dogs, but I seened one of them barking and turnin’ the pack.”
- “I’s in the militia, and I’s telling ya, there’s food in that outpost over yonder. It’s there just for the likes of this.”

THE MILITIA POST

- “We’d be glad to spare ya some food if ya got any water to spare.”
- “All packs have leaders. Whatever is holding this pack together has got to be a damned strong pack-leader. If we can find and take out that dog, we might could break the whole pack.”
- “Sarge, before’n he up and died from that fire-dog’s breath, he said it was a shape-shifter what done it, but what kind of shape-shifter leads dogs? Like a druid or somethin’ maybes?”

THE FAMILIES:

THE DARKMANTLES

- Jimmy Darkmantle, the youngest: “It was a devil! I know it was! I seen’t it change shape and fire-breath the Sarge and it was a breathing fire and it was a devil! I know it was! Straight out of Hell! A devil, I know it!”
- Martha Darkmantle, the mother: “We’d mighty appreciate it if’n you could get us safeways to the Church.”

THE FINABAUMS

- Old Man Finabaum, the grandfather (or is it great-grandfather?): “Lil’ Miss Clover done told me to be careful if’n I was out in the woods last time she come by. She says there’s some bad followers that’re doing bad things out there with’n them animals. Tarred my chaps to hear it. I’s a like to go out there and whip on em myselfs. I betcha that’s a what’s got into them there dogs. Some bad Faith’ers who ain’t on the right path done somethin’ awful to em.” (The Old Man is a adherent of the Old Faith, and ‘Miss Clover’ is Farmoon Clover, a half-elf druid who comes to town occasionally but plays no role in this adventure.)
- Emily Finabaum, the full-figured mother of four: “The Old Faith is alive in these parts, yessiree. I’m a practicer of it myselfs. We goes to that there church sometimes to make them clerics happy and to keep em healing us when we’s sick and all, but the land is our life, and the Faith is the land, ain’t it?”
- The Finabaums are too proud to ask to be taken anywhere and will feign surprise at the idea of

leaving their home (DC 10 Sense Motive to see that they’ve likely already been talking about it). The Finabaums would prefer to be taken to the Inn rather than the Church, but will not press the issue if the party insist on the church.

ACT THREE- TO HEED THE CALLING

PCs are encouraged to seek out and aid the remaining townsfolk, gather what supplies are available to them, reinforce whatever place they decide to make their stand, etc. Note that this is primarily a role-playing and mood setting act that, depending on the bloodlust and concern of the characters, some parties might bypass in their urge to confront the pack. Point out the concerns of the surviving citizens, but do not force the party to take action.

The village uses the oldest communication network ever established to spread word of adventurers here to save them—shouting at the top of their lungs from house to house, trying to see who is still alive and pass word of the heroes come to town. This, unbeknownst to the villagers or the party for that matter, allows Feyurif to listen in on what transpires and plan accordingly.

Over the following day, night, and day, the party can take whatever actions they feel appropriate to try to confront or tactically outmaneuver the pack, alleviate the suffering of the village, and otherwise secure the shelters and the village against the enemy. Throughout this act, the potential threat of the pack lingers over the party. The dogs are about, their scouts sniffing the air to find out what they can about this new pack that has entered their kill zone.

Game Time: Day & Night 2, Day 3

Play Time: 60 minutes

SCENE 1: ALL IN A DAY’S WORK

Characters have the day to move stealthily about town and try to collect whatever information/ supplies they can. Incautious or unlucky characters may encounter the dogs again.

Light: Daylight, bright sun with few clouds. A nice day if the dogs weren’t there.

Sounds: None. (Sounds of pack howling at various points DC 10, Barking of individual dogs about the village DC 15.)

Auras: moderate *Lawful* aura generated by the Church.

There are a large number of needs and issues for the party to confront here. It is almost impossible that they complete all of the tasks before them, both in terms of time and the sheer volume of need. Allow the players to decide what they feel the priorities are and how they should go about completing them. Several potential and likely issues are covered below, though it is impossible to cover every potential. If the characters would like to do something that is not covered below, adjudicate it as you, as the DM, see fit, using the notes covering the actions below as guidelines.

At any point, feel free to bring the pack into sight and/or to have it make a pass at the party. They should feel that every time they set foot outside they are on borrowed time, but they should have an opportunity to do some moving about. Allow them to be close to their goal when the pack appears to howl and snarl and scratch at the door. Have them hear the pack coming as they try to hurriedly complete their tasks. Have the pack make a run through, tripping and trampling but otherwise running off, leaving their mark on any they find out.

FOOD

There are several hungry people about. It is likely that if a divine caster is with the party, the party can create food and water for quite a few of them, but this will require the casting of a spell by a party member. The clerics in the church can create water, but are not advanced enough in their studies to yet create food and drink.

There are several other sources of food. First and most efficient is the militia outpost, which has a large number of iron rations, both as emergency supplies and for overnight drills. There are 90-man days of trail rations stored 10 apiece in 9 cases, each case weighing 10 pounds. Carrying cases back and forth from the militia outpost, after the negotiations are made, will take time based on the weight the characters are willing to carry.

There is considerable food in Tacklebagger's store still, though gathering it will take some time. Each 30 minutes rummaging can produce 10-man days of food, but will be full arm-loads. Characters will have to consider themselves encumbered or risk dropping 1d4 man-days worth of food.

There are the dogs. Characters with the Survival skill can make a DC 10 check to see if they can salvage any meat from the dead canines. A DC 10 success grants a man-day's worth of meat. For every 4 points by which the check exceeds 10, one more man-days worth of food can be garnered, up to 3 man-days of food per dead canine. (Consider damage against the mega-pack to yield 1d4 dead dogs if the pack is only slightly injured, 1d10 if it is

severely wounded.) Preparing a dog in this way takes 1d4 hours to maximize the potential for meat.

WATER

It is likely that with a divine caster or two, the party will be able to summon enough water to satisfy those in any shelter they seek. If the party is thinking long-term siege, however, they may decide to do more.

There are water barrels in the inn that can hold 50 man-days of water each. They are dry at the moment. The buckets to fill them (there are 4 buckets) lie in the commons by the well. Each bucket can carry 2 man-days of water, but weigh 8 pounds apiece when full (a gallon of water weighs about 4 pounds in a wooden bucket). A character cannot effectively carry more than 2 buckets without some creative thinking or creative spell use, though it is possible. Moving with full buckets, regardless of the number, requires the character to move carefully as if encumbered or risk sloshing out a good deal of the water. The trips to fill up the barrels in the inn from the well will take 6 shuttle trips, assuming all four buckets are used and the barrels are filled, taking at least an hour, perhaps more based on movement.

There are similar barrels in the stable. Each is half-full. As is, each weighs 100 pounds with the water inside.

There are casks of beer in cases in the brewery, though the brewer will not be willing to part with them unless they are paid for: 15gp per case. He's gouging because he knows they're adventurers. On an opposed Diplomacy check (he has +7 from ranks and charisma), he can be bargained down to 8gp a cask (he used to charge the inn and tavern 7...). If a character wins the Diplomacy check by more than 15, he agrees that it is in his best interest to simply give the ale to the village. He has about 20 casks; each case holds 5 gallons and weighs about 12 pounds. This might not really alleviate the water problem (alcohol actually can lead to dehydration), but will sure make people happy.

CONSOLIDATION OF POPULACE

There are several strategic places for the party to withdraw the populace. The church and militia outpost offer solid stone walls, while the inn is stone on the first floor and wood above. Most of the rest of the village is wooden and subject to the fire of the hellhounds.

Regardless of the amount of prompting, the villagers will not attempt to make a run for any of these places without the party coming physically to escort them. They are too afraid of the pack, which is clearly still around. Each family will do its best to gather whatever scraps of food they might have left before running in the protection of the party to whatever location the party decides is best.

RESCUE OF SOME FAMILIES

Some of the outlying families are more in need of rescue. The homes around them have already been burned to the ground and their doors and porches show claw marks of

the pack's presence. The Finabaums and the Darkmantles are two of these groups, located at opposite ends of the village. Though afraid for themselves, they will not demand that they be saved. If the party does not move to save either family the first day, one of the two families (DM's option) will be burned out that night, the smoke from their home visible the next day. If the party saves one, the other is still there the next day, though they will fall victim to the pack as it makes its final run in Act Four Scene 2, Dog Day Afternoon.

Escorting these families from the farthest lumberjack homes will take at least an hour each, as they are not ready to leave right away, and have elderly with them.

If the party attempts to save one each day, they will be successful without incident. If they try to do both the same day, the pack will arrive to make a strike at them as they try to get the family back to safety.

SUPPLIES

There isn't much in the way of supplies that the party can use, but each location has several items that inventive and creative party members might find useful. (McGyver do your best.)

At Tacklebagger's, there is a great deal of rope (600 hundred feet of it), a number of hammers, saws, awls, and picks (that would function as the simple weapon equivalents with a -1 to damage), blankets (perhaps a dozen), and an almost endless supply of nails.

In the Inn Stables are the normal accoutrements for riding horses (saddles, bit& bridle, etc.) as well as a good deal of hay, perhaps 40ft.-by-40ft. of hay in 5ft.-by-10ft. bales. Each bale weighs about 50 pounds.

Inside the Militia Outpost are a dozen light crossbows, with a score of bolts each, six long spears, and 6 short spears. There are also 4 pairs of medium-sized leather armor and 2 pairs of small-sized leather armor.

The brewer has all manner of pipes, metal bins, and buckets, though, as before, he would expect payment to part with his supplies.

The lumber yard holds several saws and awls, as well as planks of wood from 2 to 5 feet wide and 10 to 15 feet long.

Almost every house has an axe, as well as a few blankets.

SCOUTING

Sneaky types might like to try to stealth around, either invisibly or simply in the shadows. Allow such characters to move about somewhat freely for a while. Have them declare clear objectives for where they want to go and what they want to see. For the most part, they should be able to scout the village itself, but will draw barks if they approach the woods or the outlying farms, as the dogs can smell what they cannot see.

Truly courageous characters may push on, and can reach and search the Spokesman's house if they insist, but they are almost certain to encounter the pack as they exit what is one of their favorite lairs.

Allow them to move about the village otherwise as they like, but at some point they will turn the corner on one of the pack scouts, who has already smelled him and is waiting to see what it smells. If it is on two-legs, or is invisible, the dog begins to howl. If the character insists that he killed it before it howled, then another dog, a Chihuahua, that was under the same porch witnesses the death and begins to howl. Either way, at some point, the pack will be alerted and they can be heard coming. If the character(s) retreats at this point, they can beat the pack to safety. If not, they are liable to face it for run through attack.

TRACKING THE PACK

Aggressive parties might be eager to take the fight to the pack. The pack is not difficult to track. They move through the village from side to side, cutting it apart like spokes of a wheel. They pay little attention to the roads, but do seem to have worn a new trail to the Spokesman's house, and that trail shows signs of heavy use. Other trails lead out into the woods in all directions, as the pack often loops about in huge swings, claiming a larger tract of territory than even the village.

During the day, most of the pack is on the move, as Feyurif runs them to keep them happy and somewhat winded. It prevents them from fighting amongst themselves. If the party follows the pack into the woods, the pack will find them by smell as the party finds the pack by sound. Allow them to pursue this conclusion if they wish. Refer to the earlier tactics section about using the woods to their advantage if the party chooses to fight this fight.

STEALING STUFF

Some highly morally ambiguous characters might be tempted to take the opportunity to "scavenge" amongst the homes of the dead and the refugees. Any such open statement before the populace will be met with the utmost scorn and contempt and that individual, regardless of other actions, will **NOT** receive the **Favor of the People of Woodsend**. If the villagers never find out, the character is treated like all the rest.

Such actions will turn up nothing of value worth more than a few silver pieces here and there. Allow whatever industrious thief that wants to take advantage of the situation to find out why the people aren't there guarding their stuff: thieves encounter the worst luck, finding the pack waiting and ready for them at some point as they exit a residence a nice distance from the party's chosen shelter.

IMPROVISED TRAPS

If any of the characters have Craft (Trapmaking), they might become industriously employed in designing their own traps to try to hinder/defeat the pack. If so, rules for characters designing traps are covered in the DMG on pages 67-76. If no one has the skill, there is little chance that any kind of real trap can be developed. Craft skills can be attempted untrained, but without the skill, the time to develop a trap based on the rolls of the character (review the rules for crafting traps and for the Craft skill in the PHB on pages 70-71) makes it unlikely that any traps will be created in time.

For those with the skill, there are numerous supplies outlined in the section above that could be used in trap design. The character only has a day or two, and has to work under the constant possible attack by dogs.

Characters might decide to dig simple pit traps. Such activity would take a man-day of work per 10ft.-by-5ft.-by-5ft. cube excavated. It is unlikely that the dogs will fall for any kind of simple covered pit trap (the scent of man will be all over it unless the party has some way to cover its tracks). The pits will act as deterrents to the packs movement as they have to go around them. Also, remember that most of the dogs are good jumpers and could likely clear the pits on a running jump.

Assuming any type of activity like this, the pack will show up at least once, if not twice, in an attempt to wear down those who are doing it and to discourage them from finishing.

TACTICS FOR CIVILIAN DEFENSE

Several of the remaining villagers are members of the militia, but have no desire to stand and fight the pack. They saw what it did to the first group that tried to stand against it, and know that the Sarge is likely dead. They are unwilling to leave shelter unless it is to move to another, sturdier, shelter. They are, however, willing, with the party's encouragement and cajoling, to help defend whatever sanctuary they have found. It can be assumed that in any sanctuary with only one family, there is a spear (either short or long) and a light crossbow in the home. For any of the places with multiple families seeking sanctuary, there are 3 spearmen and 3 crossbowmen who have remembered to pick up their gear before retreating to the shelter.

Though these individuals are not interested in heading outside to take on the pack, they can be instructed to cover doors and windows, to fire through an openings that are big enough (though this might draw retaliatory fire from the hellhounds...), and otherwise assist the PCs in keeping the dogs out. If none of the party tell them to do this, however, they will assume the party would rather them stay out of the way and they will remain with their families. If the party asks them to, they can stand watches, handle opening doors for retreating characters, etc.

Characters are likely to consider getting up on roofs. With the exception of the inn and the church, all of the homes have only 1-story roofs, making those on the roof only 10-ft. off the ground and still within range of most of the breath weapons from the pack sub-chiefs. These positions are still safe from all but these breathers and Feyurif, if he is in his archer mode.

Characters may also attempt to string ropes from roof to roof. This activity will take hours to set up effectively and securely and the only such bridge that would be effectively safe would be the one between the inn and the church. (Hellhounds and Winter Wolves will take a perverse pleasure in waiting for characters to climb out onto lower ropes and then attack the rope, dropping that character in the middle of the street.) Otherwise, such movement is slow, but could be quite safe.

SCENE 2: NIGHT TERRORS

Another night of prowling dogs.

Light: Night, no cloud cover, bright moonlight, regular visibility to 30-feet (60-feet for low light, regular 60-feet for darkvision) without a light source.

Sounds: Birds chirping, insects buzzing (No check). Dogs howling (DC 10 throughout the night).

Auras: None.

Much as occurred the first night, again the pack will come and call out their new enemies under the light of the moon.

As the sun begins to set, the howling of the dogs seems to abate for a while, perhaps awaiting the rise of the moon. Barking can be heard throughout the town and it is clear that the pack is about, scavenging in the gathering dusk. A guttural cry of anger and fear, likely that of one of the village's last cats, can be heard, along with the barking of the pack as they run this game to ground.

Allow the characters to decide if they wish to work into the night and adjust the boxed text as appropriate. Those who work through the night are likely to find it very difficult to continue as the dogs will make repeated passes under the cover of darkness. Without flares or light sources set up as a perimeter, the characters will not be able to see the dogs until they are within a single move of them, during the night.

Later, as the moon rises, the howling starts in earnest. Not a single howl, or a dozen, but maybe a hundred hounds of all breeds begin to pine for the large white orb, and the sound is enough to set teeth on edge. The villagers huddle together in the shelter for fear.

When the howling stops, there is no sign of relief in the eyes of these refugees. It is only the silence of something coming. The slam at the door and the

barking that comes next take most by surprise and the children start crying, as the pack circles the house yet again.

If the party chooses to engage them, the pack will respond as it did in the earlier scene, Act Two Scene 1-Pick Your Poison. If the party stands their ground and waits, the pack will go off to find other prey.

Minutes pass, but eventually the howling stops and there is no more scratching at the door. A queried glance to one of the locals brings a quick reply, "They's gone off to get someones else, likely. One of the farms or one of the woodcutters, I'd be bettin."

After this, the night will be relatively tame. If the party did not save either of the two remotest families (the Finabaums or the Darkmantles), then one of those families is burnt out and slain during the night. If one is saved, then the dogs attack the house of some other family. Due to the distance and the presence of walls, hearing the attack on the far-off woodcutter's house requires a DC 30 Listen check. If the party has posted a guard outside or on a roof, that person can see the flames after a while with but a DC 15 Spot check or hear the screams and barking on a DC 20 Listen check. Either way, by that time, it is too late for the party to save them. The rest of the night passes uneventfully as the party has a chance to recover and prepare for the next day.

SCENE 3: WORKING LIKE A DOG

One last chance to develop any defenses.

Light: Daylight, light clouds A cool breeze.

Sounds: Birds chirping, insects buzzing (No check). Dogs howling [DC10].

Auras: None.

This scene allows the party to continue whatever actions they undertook the previous day, or to see about completing some of the other tasks that still lie unfinished. Plans in the making continue, as does the saving of the populace. Refer to Act Three, Scene 1-All in a Day's Work, for more information about specific activities the party might attempt to undertake.

ACT FOUR- FLUSHING THE REEDS

This act involves pushing the issue to its conclusion, one way or the other. The pack is growing tired of this game and wants a new one. Feyurif senses this and has decided to finish off the town for good. Throughout the day, numerous of the already abandoned woodcutters' houses are set ablaze by the hellhounds, starting the process of the final decimation. During this time, Feyurif will attempt to draw the party out to engage them first. If it

does not succeed, he will retreat to lick his wounds before making a final, all-out attack. If it does succeed, he will finish the business this night. The scenes in this act do occur in the order they are written, as the second scene covers the variety of ways that the adventure might come to its conclusion.

DMs are encouraged to allow players to continue with their attempts to save/fortify the village, as the dogs give no indication that this will be the final push until it is upon the party, so it is quite likely that some of the previous scenes may continue to play out throughout this day.

Game Time: Afternoon to Night 3, Dawn 4

Play Time: 60 minutes

SCENE 1: LAMB TO THE SLAUGHTER

Dogs run a child from an outlying farm into town, to draw the PCs out. PCs are likely still involved in various activities from the scenes in Act Three.

Light: Daylight, late afternoon with dusk approaching within the hour. Spot DC 15 to see smoke coming from the distance, at least 100 yards away, likely one of the woodcutter's houses.

Sounds: None. (Once the pack begins driving its prey, howling of wolves or dogs, DC 5 for distance until in sight range.)

Auras: moderate *Lawful* aura generated by the Church.

As the party goes about its preparations or efforts to gather, feed, and protect the citizenry, the pack decides it is time to see what the party is really made of. Choosing an appropriately far-placed woodcutter's home, the pack breaks in and chases the residents out, setting the place ablaze. After dealing with any big two-legs, the pack begins driving a small boy before it, nipping at his heels but not taking him down until within sight of wherever to party takes refuge. Allow each party member to make the DC 5 Listen check to hear the pack coming, and prepare/respond as they wish. The pack will come into view at the far end of the village from wherever the party has decided to make it stand (likely at least 100 feet when the dogs come into view chasing the boy).

You direct your attention towards the howling of the pack—it isn't hard to tell that they are all coming from the same direction this time. As the pack comes into the view, it isn't the dogs which first take your notice. It's the young boy, perhaps nine or ten years old, who runs before them as they nip at his heels. The boy, obviously winded, is doing his best to try to outrun the pack. There is no doubt in your mind however. You know the dogs are faster than you on the ground—there is no way this boy

can escape. As you watch, the pack swells over him and he disappears amongst the snarling mass.

Tactics: At this point, roll initiatives and allow the characters to act. The pack will engage them full force, attempting to do as much damage as they can. Reducing a character to negatives is enough for the pack, and they will leave and dead or dying characters as bait for the other characters, who will attempt to save them.

After two full rounds of combat, allow each character a Spot check at DC 20. For any who make the spot check, read the following:

Looking down the road from which the boy and the pack came, you see the small boy, standing at the corner of a building, grinning a wide smile before he slips out of view.

The “boy” in question was actually Feyurif shape-changed into that form. He played the part of the bait to ensure that the pack didn’t get “anxious” and take the boy down too early. He has held back one of the hell-hounds (assuming one still lives) that carries his bow and he will either move to counter-fire against any archers, if any have moved above the ability of the pack to reach them, or stash his bow and shift into hellhound form, joining the combat with the other hellhound whom he held back in the previous rounds and amplifying the abilities of his pack.

The “boy” is easily a double-move away on the other side of the pack, and any who pursue him are likely to turn that same corner and come up facing the hellhound Feyurif held back to cover his movements and carry his bow to him.

Development: If the character party is reduced by half its number, the pack will retreat, howling in delight at its victory. If the pack takes significant damage (the loss of more than half of the outrider larger dogs [hellhounds, wolves, etc], or 30% or more of a pack’s hit point damage [about 75 points, assuming a Mob, to either of the megapacks]), the pack will retreat to lick its wounds.

It is the pack’s intent at this point to force the issue with the party. Depending on how the encounter goes down, the pack will either retreat until the following day or press the issue that evening, if they feel that they have the upper hand.

SCENE 2: DOG DAY AFTERNOON

The dogs force the final confrontation, or the party does, but either way, the battle for the village of Woodsend will reach its conclusion here.

Light: Night, no clouds, fair moonlight or starlight, regular visibility to 20-feet (40-feet for low light, regular 60-feet for darkvision) without a light source. **OR** Daylight, perhaps an hour after dawn. (DC 24 [DC 20 for

distance, +4 for sun in the eyes] to see the pack approaching at 200 feet.)

Sounds: None. (Once the pack begins its attack run, howling of wolves or dogs, DC 5 for distance until in sight range.)

Auras: None.

There are a number of possibilities that could take place in this scene, depending on the decisions made by the party and the pack:

THE PACK RETREATS AFTER ‘WINNING’ THE LAMB GAME:

If the pack has retreated feeling victorious after baiting the party in the previous scene, then the pack will force the issue that same night, coming in force to the place where the party resides.

That night, as you retreat into your sanctuary to heal as you may, there is little rest and some nervousness. This is no natural pack of dogs you face. The hours pass slowly, and the lack of conversation amongst the citizens of Woodsend makes the silence all the more ominous. Just as you begin to settle in and discuss the shifts for the evening’s watches, the howling begins again, this time with an intensified frenzy.

Tactics: The pack will circle the party’s location for a few rounds, calling them out in effect (and providing the party time to prepare whatever they can). Go ahead and enter initiative and allow the party two full rounds of actions before the pack begins their assault. The pack will slam itself into any doors into the building, trying alternately to break through and then do damage in rounds repetitively until they have broken in. If there is only one pack, it will stay at one door and some of the other dogs will attempt to break in at the other door following the same procedure. Any openings that the party uses to fire out of at the dogs will become targets for any remaining hounds that have breath weapons. Otherwise, the hell hounds, those that remain, and Feyurif will attempt to use their breath weapons to set whatever building the party has retreated into afire. If the building is one of those that is secure against such threats (the militia outpost, the brewery, the church), they instead attempt to ignite any barricades blocking windows or the like.

If the party holds their ground, the pack will enter the buildings to come after them. The combat will be bloody and ferocious, as the pack looks to surge into the building and carry characters out, while the other dogs enter to attack those that remain. Feyurif will maintain hell hound form unless problems require him to do otherwise.

If the party comes out to meet the pack, or somehow shifts their location so as to engage the pack from outside, the pack will attempt to split the party apart as

much as possible. They will attempt to catch and grapple, particularly those they have been successful doing this to before, and then move the character away from companions to where the other dogs in the pack can finish what they start. They will repeat this behavior whenever possible. They will stop on top of armored types, doing the automatic damage and attempting to trip them as often as possible.

Development: The pack continues to move in an organized fashion unless Feyurif is taken down, in which case the pack itself continues with its frenzy. The smarter magical dogs might decide at that point that retreat is the better choice and will leave when the opportunity presents itself, lessening the opponents from there out as the battle progresses, both from casualties and desertions. Feyurif will continue to fight with the pack until the mobs are gone (or, at APL 2, all of the tougher dogs are gone, leaving scout dogs and riding dogs), at which point he will attempt to retreat.

THE PACK RETREATS AFTER ‘LOSING’ THE LAMB GAME:

If the pack has retreated after suffering some damage from baiting the party in the previous scene, then the pack will not force the issue that same night. Instead the attack will come the next day, shortly after dawn. Feyurif realizes that this means some of the spell-casters will have replenished their spells, but the need of the pack to rest and regroup is greater than the need to press the limited advantage they may have. In this case, they will likely attempt to attack some of the outlying shelters and the places the party is not, in order to weaken the opposition and reaffirm the pack’s confidence in itself.

The pack ran, some of the dogs with their tails between their legs. It is likely a fleeting victory however. You hear their angry calls from the woods, their snarls carrying on the wind. That night, the howling never stops. It goes on throughout the night, making rest difficult, but the sleep does come. Watch after watch, you expect the attack that never comes, and as the sun begins to come up, you hear something you haven’t remembered hearing in days—silence.

Allow the party to take any actions they wish. The pack is moving towards them as quickly and quietly as they can. They are coming in from the east side to use the sun to cover their approach as best they may. Starting at about 200 feet, allow the party to start making Spot checks (DC 24) to see the pack coming. Each round, the pack double moves (60 feet because of the mob’s lessened movement) each round, making the Spot check easier by 6 each round (18, 12, 6) until they are seen or reach the party’s location. Once they do, the pack will follow the tactics and development as outlined above in their attack on the party.

THE PARTY DECIDES TO GO AFTER THE PACK:

If the party decides to pursue the pack at any point in an attempt to force the engagement, the pack will draw them to the tree line and fight amongst the cover of the trees. The boles of the trees provide the pack with partial cover against ranged attacks and some protection against blast-spells, while maximizing their ability to cut off and decimate the enemy. If the party chooses to fight the creatures where they choose to fight, then it is likely the creatures will use it to the best of their advantage.

If the party attempts to reverse the trap of the dogs, baiting them to fight in the middle of the village, the dogs will be hard pressed to resist the trap, charging headlong after any bait the party decides to leave for them.

Though the dogs have clearly taken up residence in some of the outlying farmhouses and barns, it’s clear as you move that their howls are centralizing, and gathering, somewhere deeper in the woods.

The pack will try to minimize the encounter distance and, using scent, scout dogs, and howls, they will attempt to locate and surround the party, coming at it from all sides. It will be incredibly difficult to surprise the main pack, though surprising the scout dogs might be possible. Either way, the encounter is likely to either start with the dogs charging in on the party from every direction, if the party is moving slowly, or with the party coming upon the mass of the pack head on. Either way, it is highly unlikely either group will be surprised in this encounter. Once combat begins, the dogs realize that this is the final battle for control of this territory, and fight as such. They will follow the tactics and development otherwise as outlined above, but may use some of the other tactics provided to them by the woods (cover, the ability to circle around prey, etc.).

Development: When Feyurif is killed, he reverts to his canomorph form, allowing characters to discover who was leading the pack. If he is not killed and the pack is decimated, he will attempt to flee to the woods with the other dogs, attempting to escape still in canine form.

Treasure: Feyurif has outfitted the dogs of his pack with a number of trinkets and baubles, some of which are magical and are there as much to throw off the party in attempts to use *detect magic* to identify him as to enhance the dogs in any way.

ACT FIVE-THE SMOULDERING RUINS

Act Five consists of only one scene, the conclusion after the party has either successfully defeated the pack or been defeated by it. The PCs break the dogs’ hold on the village, die trying, or the dogs break and head off into the wilds.

Game Time: Dawn & Day 4

Play Time: 15 minutes

SCENE I: CONCLUSION

There are two possible final conclusions to the battle for the village of Woodsend.

Light: Daylight, early afternoon with bright sunlight and light clouds.

Sounds: None. (Once the pack is gone, the silence will be almost oppressive until the cheers start. If the party falls, the silence of death is followed by the murmur of priests, in several cases.)

Auras: none.

IF THE PARTY WINS OUT AND BREAKS THE PACK:

If the party succeeds in defeating the pack, the town is endlessly grateful, unless the party, or certain members amongst it, took to firebombing the woods to get to the dogs. If this was the case, then the village will be thankful, but not so thankful as to grant that character or characters the **Favor of the People of Woodsend** as they have destroyed much of the closest lumber that is their livelihood, both to rebuild and start back to cutting and exporting timber. If so, the DM should adjust the following as they see fit, but the characters involved do NOT get the Favor.

With the pack broken and scampering in all directions and the last dog with the courage to stand against you slain, the yelps of the hounds recede into the distance, leaving the town silent. Slowly, cautiously, the villagers start to emerge. Once they see who stands and the corpses of the canines that litter their streets, the cheer goes up and the shouts calling the others out fill the streets with the survivors. This is no time to mourn those who have fallen—there will be much time for that later. This is the time to celebrate being alive and succeeding against so great an evil. The villagers lift those amongst you they can on their shoulders, and you see Boswell Thibbs, the brewer, and his aides, running with casks of what can only be some liquor to start the celebration off right. The townsfolk vie for your attention, each family offering their house to you for the night, if you'll but stay on for a day or so, so that all can meet you and any stray dogs can be captured and slaughtered.

After a day or two the excitement has died down some, but the people, still thankful, approach you with a cash reward. Father Oswald makes the presentation. "It's not much, but it's the least we can do at the moment. If it ain't all the way to your liking, we want you to be satisfied. After next

season's wood sells, we can bring ya more, if ya want."

Each character will be offered the favor of the people of Woodsend, and they will clearly explain that this means that they will give the character double the reward a year from now. Each character must decide either to take the extra money or refuse it before they see the ARs. Depending on each character's decision, he or she will receive either **Favor of the People of Woodsend-Redeemed** or **Favor of the People of Woodsend-Refused**.

At this point the adventure is over. Players will receive the following benefits on their ARs based on the requirements as outlined below.

In order to earn the **Favor of the People of Woodsend-Redeemed-**

- The character must have been victorious against the dogs.
- The character must NOT have participated in firing (either through magical or mundane) the woods.
- The character must have chosen to accept the favor at the time it is offered.

To receive the **Favor of the People of Woodsend-Refused-**

- The character must have been victorious against the dogs.
- The character must NOT have participated in firing (either through magical or mundane) the woods.
- The character must have chosen NOT to accept the favor at the time it is offered.

Characters involved in the adventure that survive the final battle with the pack will also receive **A Dog's Tale** description on their AR. The dogs who survive, when they are interviewed by the evil druid and his other henchmen about what transpired, will report on the party members to the best of their ability. As they are dogs, their descriptions are limited to two words that the dogs would best use to describe the party member.

Examples: short/tall, orc/elf/dwarf, stalking (attempts to be sneaky), magic, metal, sharp, arrows, fire, not-there (invisible), etc. It will be some attempt at defining their race and class as best a dog could. Dogs will not be able to distinguish between a rogue and a fighter, not knowing the difference, but a fighter might be thought of as "tall metal" and a rogue as "rolling elf" or similar descriptions, as the DM thinks best fits what the pack witnessed.

IF THE PARTY IS DEFEATED AND THE VILLAGE DESTROYED

If this unfortunate turn of events happens, the militia, followed by the army, will arrive to late to be of any help. After the dogs finish off the party, they move on to razing the town, burning down the inn and militia outpost from the inside once they breach the doors. The villagers will be run down and slaughtered. The militia, when it arrives, will identify the body of Oswald Rockridge, the dwarven cleric of Fortubo, upon which they will use *Speak with Dead* to learn the fate of the village and of the mighty effort put forth by the party in attempting to defeat the pack. Those defeated who are members of the Yeomanry Military (or an Allied military unit), Church of Seven Faiths, Church of Heironeous, and/or Yeomanry Citizens (with citizenship certified) who wish to have *Raise Dead* cast on them will find it discounted 20% on the spell component (costing only 4,450 gp instead of the usual 5,450 gp; or 4,000 if cast by another party member) as the military or other appropriate organization sees fitting to kick in to help those who perished trying to save Woodsend.

For those of you defeated in Woodsend, you arise some days later in Loftwick, in one of the grander temples of the Church of Seven Faiths [Heironeous for the Heironeans], finding yourself extremely weak and lying on an alter. An elderly priest speaks calmly to you and helps you sit up. Over the next few days as you recover, you cannot forget the howls of the night, and the sight of the moon still sometimes brings a shudder.

Though the dogs will do their best to get away, some of the people of the town will still get away, and return to rebuild what is left. Woodsend will continue, though those who end the adventure this way do **not** receive either of the **Favors of the People of Woodsend** or the **Dog's Tale**, as the People are not as thankful when their entire village has been razed. They appreciated the effort, but can't really afford to offer any reward. The dogs, on the other hand, consider this individual one of the dead, and thus unworthy of bothering to describe as other than "food".

The End

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.

Act One Scene 3

Fighting off the dogs and wolves.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 270 xp.

Encounter Three Scene 1 & 3

The village's needs (food, water, consolidation & defense, saving the two outermost families).

APL 2: 25 xp per (up to 125 xp).

APL 4: 30 xp per (up to 150 xp).

APL 6: 50 xp per (up to 250 xp).

APL 8: 65 xp per (up to 325 xp).

Act Four Scene 3

Defeating Haraknin and friends.

APL 2: 180 xp.

APL 4: 300 xp.

APL 6: 360 xp.

APL 8: 390 xp.

Story Award

Surviving the siege of Woodsend.

APL 2: 30 xp.

APL 4: 50 xp.

APL 6: 60 xp.

APL 8: 65 xp.

Discretionary Roleplaying Award

APL 2: 0-55 xp.

APL 4: 0-55 xp.

APL 6: 0-50 xp.

APL 8: 0-75 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 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. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Act Four, Scene 2-Dog Day Afternoon:

APL 2: L: 251 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *quiver of Ehlonna* (150 gp), *Quaal's feather token – whip* (42 gp).

APL 4: L: 50 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *quiver of Ehlonna* (150 gp), *Quaal's feather token – whip* (42 gp), +1 *Baatorian green steel scimitar* (276 gp), +1 *mithral chain shirt* (175 gp), *amulet of natural armor* +1 (167 gp), *potion of greater magic fang* +3 (150 gp).

APL 6: L: 50 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *quiver of Ehlonna* (150 gp), *Quaal's feather token – whip* (42 gp), +1 *Baatorian green steel scimitar* (276 gp), +1 *mithral chain shirt* (175 gp), *amulet of natural armor* +2 (667 gp), *potion of greater magic fang* +3 (150 gp), *lesser bracers of archery* (417 gp).

APL 8: L: 50 gp, C: 0 gp, M: *cloak of charisma* +4 (1,333 gp), *quiver of Ehlonna* (150 gp), *Quaal's feather token – whip* (42 gp), +2 *Baatorian green steel scimitar* (776 gp), +1 *mithral chain shirt* (175 gp), *amulet of natural armor* +2 (667 gp), *potion of greater magic fang* +3 (150 gp), *lesser bracers of archery* (417 gp).

Act Five Scene 1- Conclusion:

APL 2: L: 0 gp, C: 75 gp, M: 0 gp.

APL 4: L: 0 gp, C: 150 gp, M: 0 gp.

APL 6: L: 0 gp, C: 225 gp, M: 0 gp.

APL 8: L: 0 gp, C: 300 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 251 gp, C: 75 gp, M: 525 gp – Total: 851 gp (450 gp).

APL 4: L: 50 gp, C: 150 gp, M: 1,293 gp – Total: 1,493 gp (650 gp).

APL 6: L: 50 gp, C: 225 gp, M: 2,210 gp – Total: 2,485 gp (900 gp).

APL 8: L: 50 gp, C: 300 gp, M: 3,710 gp – Total: 4,060 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Free Squire's Friendship:** Jayce Entrigal, Free Squire, has befriended the character, and is willing to lend the character a hand. As a paladin of Delleb, Jayce enjoys research and study, as well as challenging tasks. One time only, he will take the time to track down any one item the character had access (Frequency: Adventure) to within the last 13 TUs, effectively re-granting access (Frequency: Adventure) to that item for the cost of 2 additional TUs of research and inquiry to find the item. If the character is a member of the Yeomanry Military or Yeomanry Church of Seven Faiths, Jayce will put in a little more effort: the renewed access (Frequency: Adventure) can be applied to any one item from the last 26 TUs, and still costs only 2 additional TUs to find.

As Jayce and the character are friends, the character is expected to spend this time with Jayce as well as they hunt for the item. He will only be able to grant this boon for the next 3 adventures (as per normal adventure access). After that, Jayce has been forced to move on to other duties.

If the friendship benefit is NOT used within 3 adventures, it does not go away, but is not usable in this manner again until the character again encounters Jayce Entrigal. After the favor is used, the character owes Jayce a Favor in return. Mark this favor as USED when it is spent.

☛ **Favor of the People of Woodsend – Redeemed:** You have accepted the gracious gifts of the people of Woodsend and agreed to allow them to compensate you further. After 52 TUs have been spent by this character,

the character will again receive the monetary reward offered by the village at the end of the adventure (APL 2 – 75 gp / APL 4 – 150 gp / APL 6 – 225 gp / APL 8 – 300 gp). The villagers have agreed to seek you out at that time to pay you the remainder of their debt to you.

☛ **Favor of the People of Woodsend – Refused:** Out of the graciousness of your heart, you have refused any further payment for your deeds defending the village of Woodsend. Though you may accept the reward offered in the adventure, you have refused to accept any further payment. The peoples of Woodsend will not forget this.

☛ **A Dog's Tale:** From having encountered the wild pack, straggler dogs have gotten a brief whiff of your scent and can provide a two word description of the character from the perspective of a dog. The two words that were used to describe this character are _____ and _____.

Item Access

APL 2:

- *Masterwork Baatorian Green Steel Scimitar* (Adventure; Fiendish Codex 2)
- *Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- *Quaal's Feather Token, Whip* (Adventure; Dungeon Master's Guide)
- *Quiver of Ehlonna* (Adventure; Dungeon Master's Guide)

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

- +1 *Baatorian Green Steel Scimitar* (Adventure; Fiendish Codex 2)
- +1 *Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- *Potion of Greater Magic Fang* +3 (Adventure; Dungeon Master's Guide)

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

- *Amulet of Natural Armor* +2 (Adventure; Dungeon Master's Guide)
- *Bracers of Archery, Lesser* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +2 *Baatorian Green Steel Scimitar* (Adventure; Fiendish Codex 2)
- *Cloak of Charisma* +4 (Adventure; Dungeon Master's Guide)

ACT THREE

Feyurif, Male Canomorph(Haraknin) Marshal (Hell Hound Form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 4; HD 4d8+1d8+15; hp 41; Init +6; Spd 50 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); Base Atk/Grp: +4/+6; Atk +6 melee (1d8+2 plus 1d6 fire, Bite); Full Atk +6 melee (1d8+2 plus 1d6 fire, Bite); SA Breath Weapon, Fiery Bite, Marshal Aura; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura; AL LE; SV Fort +9, Ref +6, Will +5; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 11(13).

Feyurif, Male Canomorph(Haraknin) Marshal (Humanoid): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 4; HD 4d8+1d8+15; hp 41; Init +6; Spd 30 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +5 natural, +4 armor); Base Atk/Grp: +4/+6; Atk +7 melee (1d8+3/18-20, masterwork Baatorian green steel scimitar) or +7 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); Full Atk +7 melee (1d8+3/18-20, masterwork Baatorian green steel scimitar) or +7 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA Breath Weapon, Fiery Bite, Marshal Aura; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura; AL LE; SV Fort +9, Ref +6, Will +5; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 11(13). *Canomorph (Haraknin) from Fiend Folio, page 25-29. Marshal Core Class from Miniatures Handbook, page 11.*

Skills & Feats: Diplomacy +6, Hide +16, Jump +15, Listen +6, Move Silently +16, Spot+6, Survival +6*; Improved Initiative, Run, Track, Skill Focus (Diplomacy), Point Blank Shot.

Marshal Aura (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura (Ex): A minor aura lets allies add a marshal's charisma bonus to certain rolls. Feyurif knows and can select any of the following:

Art of War: +1 Bonus on disarm, trip, bull rush, and sunder attempts.

Languages: Common, Infernal.

Possessions: masterwork Baatorian green steel scimitar^{FC2}, mithral chain shirt, masterwork composite longbow (+2 Str bonus), 40 arrows, *cloak of charisma* +2, *quiver of Ehlonna*, *Quaal's feather token (whip)*.

ACT THREE

Feyurif, Male Canomorph(Haraknin) Marshalz/Ranger1 (Hell Hound Form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 4; HD 4d8+2d8+1d8+21; hp 58; Init +6; Spd 50 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk/Grp: +6/+8; Atk +8 melee (1d8+2 plus 1d6 fire, Bite); Full Atk +8/3 melee (1d8+2 plus 1d6 fire, Bite); SA Breath Weapon, Fiery Bite, Marshal Aura, Favored Enemy (Human); SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura, Wild Empathy; AL LE; SV Fort +12, Ref +8, Will +6; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 11(13).

Feyurif, Male Canomorph(Haraknin) Marshalz/Ranger1 (Humanoid Form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 4; HD 4d8+2d8+1d8+21; hp 58; Init +6; Spd 50 ft.; AC 23, touch 12, flat-footed 21 (+2 Dex, +6 natural, +5 armor); Base Atk/Grp: +6/+8; Atk +9 melee (1d8+4/18-20, +1 Baatorian green steel scimitar) or +9 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); Full Atk +9/+4 melee (1d8+4/18-20, +1 Baatorian green steel scimitar) or +9/+4 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA Breath Weapon, Fiery Bite, Marshal Aura, Favored Enemy Human +2; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura, track, Wild Empathy; AL LE; SV Fort +12, Ref +8, Will +6; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 11(13). *Canomorph (Haraknin) from Fiend Folio, pages 25-29. Marshal Core Class from Miniatures Handbook, page 11.*

Skills & Feats: Diplomacy +7, Handle Animal +3, Hide +16, Jump +15, Listen +6, Move Silently +16, Spot +7, Survival +8*; Improved Initiative, Run, Track, Skill Focus (Diplomacy), Point Blank Shot, Woodland Archer^{RoW}.

Marshal Aura (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura (Ex): A minor aura lets allies add a marshal's charisma bonus to certain rolls. Feyurif knows and can select any of the following to have active:

Art of War: +1 Bonus on disarm, trip, bull rush, and sunder attempts.

Major Aura (Ex): A major aura lets allies add a marshal's aura bonus to certain rolls. Feyurif knows and can select any of the following major auras to have active:

Motivate Attack: +1 Bonus on melee attack rolls.

Favored Enemy (Ex): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+7, or 1d20+3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Languages: Common, Infernal.

Possessions: +1 Baatorian green steel scimitar^{FC2}, +1 mithral chain shirt, masterwork composite longbow (+2 Str bonus), 40 arrows, cloak of charisma +2, quiver of Ehlonna, Quaal's feather token (whip), amulet of natural armor +1, potion of greater magic fang +3.

ACT THREE

Feyurif, Male Canomorph(Haraknin) Marshal4/Ranger1 (Hell Hound Form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 8; HD 4d8+4d8+1d8+27; hp 75; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural); Base Atk/Grp: +8/+10; Atk +10 melee (1d8+2 plus 1d6 fire, Bite); Full Atk +10/5 melee (1d8+2 plus 1d6 fire, Bite); SA Breath Weapon, Fiery Bite, Marshal Aura, Favored Enemy (Human); SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura, Wild Empathy; AL LE; SV Fort +12, Ref +8, Will +6; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 12(14).

Feyurif, Male Canomorph(Haraknin) Marshal4/Ranger1 (Hell Hound Form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 8; HD 4d8+4d8+1d8+27; hp 75; Init +6; Spd 30 ft.; AC 24, touch 12, flat-footed 22 (+2 Dex, +7 natural, +5 armor); Base Atk/Grp: +8/+10; Atk +11 melee (1d8+4/18-20, +1 Baatorian green steel scimitar) or +12 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); Full Atk +11/+6 melee (1d8+4/18-20, +1 Baatorian green steel scimitar) or +12/+7 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA Breath Weapon, Fiery Bite, Marshal Aura, Favored Enemy Human +2; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura, track, Wild Empathy; AL LE; SV Fort +12, Ref +8, Will +6; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 12(16). *Canomorph (Haraknin) from Fiend Folio, page 25-29. Marshal Core Class from Miniatures Handbook, page 11.*

Skills & Feats: Diplomacy +9, Handle Animal +5, Hide +16, Jump +15, Listen +7, Move Silently +16, Spot +7, Survival +9*; Improved Initiative, Run, Track, Skill Focus (Diplomacy), Point Blank Shot, Woodland Archer^{RoW}.

Marshal Aura (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. A marshal's aura is dismissed if he is dazed, unconscious,

stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura (Ex): A minor aura lets allies add a marshal's charisma bonus to certain rolls. Feyurif knows and can select any of the following to have active:

Art of War: +2 Bonus on disarm, trip, bull rush, and sunder attempts.

Master of Opportunity: +2 Bonus to Armor Class against attacks of opportunity.

Major Aura (Ex): A major aura lets allies add a marshal's aura bonus to certain rolls. Feyurif knows and can select any of the following major auras to have active:

Motivate Attack: +1 Bonus on melee attack rolls.

Grant Move Action (Ex): Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not himself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the allies initiative count; the round continues normally after the marshal's turn is over.

Favored Enemy (Ex): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+7, or 1d20+3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Languages: Common, Infernal.

Possessions: +1 Baatorian green steel scimitar^{FC2}, +1 mithral chain shirt, masterwork composite longbow (+2 Str bonus), 40 arrows, *cloak of charisma* +2, *quiver of Ehlonna*, *Quaal's feather token (whip)*, *amulet of natural armor* +2, *potion of greater magic fang* +3, *lesser bracers of archery*.

ACT THREE

Feyurif, Male Canomorph(Haraknin) Marshal4/Ranger3 (Hell Hound Form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 10; HD 4d8+4d8+3d8+33; hp 91; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural); Base Atk/Grp: +10/+12; Atk +12 melee (1d8+2 plus 1d6 fire, Bite); Full Atk +12/7 melee (1d8+2 plus 1d6 fire, Bite); SA Breath Weapon, Fiery Bite, Marshal Aura, Favored Enemy (Human); SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura, Wild Empathy; AL LE; SV Fort +13, Ref +9, Will +7; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 12(18).

Feyurif, Male Canomorph(Haraknin) Marshal4/Ranger3 (Humanoid form): Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); CR 10; HD 4d8+4d8+3d8+33; hp 91; Init +6; Spd 30 ft.; AC 24, touch 12, flat-footed 22 (+2 Dex, +7 natural, +5 armor); Base Atk/Grp: +10/+12; Atk +14 melee (1d8+5/18-20, +2 Baatorian green steel scimitar) or +14 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); Full Atk +14/+9 melee (1d8+5/18-20, +2 Baatorian green steel scimitar) or +14/+9 or +12/+12/+7 range (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA Breath Weapon, Fiery Bite, Marshal Aura, Favored Enemy Human +2; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, Marshal Aura, track, Wild Empathy; AL LE; SV Fort +13, Ref +9, Will +7; Str 15, Dex 14, Con 16, Int 6, Wis 8, Cha 12(16). *Canomorph (Haraknin) from Fiend Folio, page 25-29. Marshal Core Class from Miniatures Handbook, page 11.*

Skills & Feats: Diplomacy +11, Handle Animal +9, Hide +17, Jump +15, Listen +8, Move Silently +17, Spot +8, Survival +11*; Improved Initiative, Run, Track, Skill Focus (Diplomacy), Weapon Focus (Composite Longbow), Point Blank Shot, Rapid Shot, Endurance, Woodland Archer^{RoW}.

Marshal Aura (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. A marshal's aura is dismissed if he is dazed, unconscious,

stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura (Ex): A minor aura lets allies add a marshal's charisma bonus to certain rolls. Feyurif knows and can select any of the following to have active:

Art of War: +3 Bonus on disarm, trip, bull rush, and sunder attempts.

Master of Opportunity: +3 Bonus to Armor Class against attacks of opportunity.

Major Aura (Ex): A major aura lets allies add a marshal's aura bonus to certain rolls. Feyurif knows and can select any of the following major auras to have active:

Motivate Attack: +1 Bonus on melee attack rolls.

Grant Move Action (Ex): Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not himself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the allies initiative count; the round continues normally after the marshal's turn is over.

Favored Enemy (Ex): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+7, or 1d20+3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Combat Style Mastery (Ex): This ranger has selected archery. She gains the Rapid Shot feat without the normal prerequisites.

Languages: Common, Infernal.

Possessions: +2 Baatorian green steel scimitar^{FC2}, +1 mithral chain shirt, masterwork composite longbow (+2 Str bonus), 40 arrows, *cloak of charisma* +4, *quiver of Ehlonna*, *Quaal's feather token (whip)*, *amulet of natural armor* +2, *potion of greater magic fang* +3, *lesser bracers of archery*.

APPENDIX 5 – ALL APLS

ACT ONE SCENE TWO-THE FREEKNIGHTS

Jayne Entrigal, Male Human Paladin**11**: Size M Type Humanoid; CR 11; HD 11d10; hp 82; Init -1; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+8 full plate, +2 heavy shield, -1 Dex, +1 *Ring of Protection*+1); Base Atk/Grp: +11/+13; Atk +15 melee (1d8+3/19-20, *Longsword*+1) or +12 ranged (1d8+2/x3, *Masterwork Composite Longbow* [+2 Str bonus]); Full Atk +15/10/5 melee (1d8+3/19-20, *Longsword*+1) or +12/7/2 ranged (1d8+2/x3, *Masterwork Composite Longbow* [+2 Str bonus]); SA *Smite Evil* 3/day, *Turn Undead* 6/day; SQ *Aura of Good*, *Detect Evil*, *Divine Grace*, *Lay on Hands*, *Aura of Courage*, *Divine Health*, *Special Mount*, *Remove Disease* 2/week; AL LG; SV Fort +10, Ref +5, Will +8; Str 14, Dex 8, Con 10, Int 12, Wis 14, Cha 16.

Skills & Feats: Concentration +7, Heal +16, Ride +10, Diplomacy +12, Sense Motive +7, Knowledge (religion) +6, Knowledge (nobility/ royalty) +6; Weapon Focus (longsword), Mounted Combat, Power Attack, Glorious Weapons^{CD}, *Divine Vigor*^{CW}.

Smite Evil (Su): Three times per day this paladin may attempt to smite evil with one normal melee attack. He adds +3 to his attack roll and deals 11 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Turn Undead (Su): As a 8th-level cleric.

Aura of Courage (Su): This paladin is immune to fear, magical or otherwise. Allies within 10 feet of him gain a +3 morale bonus on saving throws against fear effects.

Detect Evil (Sp): This paladin can *detect evil* at will as the spell.

Divine Grace (Su): This paladin applies his charisma bonus on all saving throws. (This modifier is already figured into the statistics given above).

Divine Health (Ex): This paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Lay on Hands (Su): This paladin can heal 33 hit points of wounds per day.

Remove Disease (Ex/Sp/Su): This paladin can *remove disease*, as the spell, two times per week.

Languages: Common, Draconic.

Paladin Spells Known (2/2/0, save DC = 12 + spell level): 1st – *Cure Light Wounds*, *Divine Favor*; 2nd – *Owl's Wisdom*, *Shield Other*.

Possessions: *Masterwork Full Plate Armor*, *Heavy Steel Shield*, *Longsword*+1, *Ring of Protection* +1, *Cloak of Charisma* +2, *Silver Holy Symbol of Delleb*, *Masterwork Composite Longbow* (+2 Strength bonus).

Border Guard Sergeant, Female Half-Elf Barbarian
1/Ranger 8: Size M Type Humanoid; CR 9; HD

1d12+8d8+18; hp 70; Init +3; Spd 40 ft.; AC 19, touch 13, flat-footed 16 (+4 *Masterwork Chain Shirt*, +1 *Amulet of Protection* +1, +3 Dex, +1 buckler); Base Atk/Grp: +9/+11; Atk +14 melee (1d6+3, *Masterwork Short sword*) or +13 ranged (1d8+2/x3, *Masterwork Composite Longbow* [+2 Str bonus]); Full Atk +12/+7 and +11/+1 melee (1d6+3, *Masterwork Short sword*) or +13/+8 ranged (1d8+2/x3, *Masterwork Composite Longbow* [+2 Str bonus]); SA *rage* 1/day; SQ *Fast Movement*, favored enemy giants +4, favored enemy humans +2, *Track*, *wild empathy*, *Endurance*, animal companion *swift tracker*, *woodland stride*; AL NG; SV Fort +10, Ref +9, Will +3; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: *Survival* +13, *Listen* +13, *Spot* +13, *Swim*+8, *Climb* +8, *Handle Animal* +7, *Heal* +9; *Weapon Focus* (short sword), *Two-Weapon Fighting*, *Two-Weapon Defense*, *Dodge*, *Improved Two-Weapon Fighting*, *Mobility*.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Combat Style Mastery (Ex): This ranger has selected two-weapon combat. She gains the *Greater Two-Weapon Fighting* feat without the normal prerequisites.

Favored Enemy (Ex): This ranger gains the indicated bonus on his *Bluff*, *Listen*, *Sense Motive*, *Spot*, and *Survival* checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Swift Tracker (Ex): This ranger can *Track* at normal speed without taking the -5 penalty, or can track at double speed with only a -10 penalty.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a *Diplomacy* check can improve the attitude of a sentient being. She rolls 1d20+7, or 1d20+3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Languages: Common.

Ranger Spells Prepared (1, save DC = 11 + spell level): 1st – *Entangle*.

Possessions: *Masterwork Short sword* (x2), *Masterwork Chain Shirt*, *Darkwood Buckler*, *Amulet of Protection* +1, *Gauntlets of Ogre Power* +2, *Masterwork Composite Longbow* (+2 Strength bonus).

Free Guards, Male/Female Human Fighter**4**: Size M Type Humanoid; CR 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 *Breastplate*, +1 Dex, +1 buckler); Base Atk/Grp: +4/+7; Atk +8 melee (1d8+5/x3, *Masterwork Longspear*) or +6 ranged (1d8/19-20, *Masterwork Light Crossbow*); Full Atk +8 melee (1d8+5/x3, *Masterwork Longspear*) or +6 ranged (1d8/19-20, *Masterwork Light Crossbow*); SA -; SQ -; AL LG; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +6, Ride +5, Swim +6, Diplomacy(cc) +1; Weapon Focus (longspear), Power Attack, Quickdraw, Short Haft Flanker^{PHBI}, Vexing Flanker^{PHBI}, Weapon Specialization (longspear).

Languages: Common.

Possessions: Masterwork Longspear, Masterwork Breastplate, Heavy Buckler, Masterwork Light Crossbow.

Border Guards, Male/Female Human Rogue³: Size M Type Humanoid; CR 3; HD 3d6+3; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 chain shirt, +2 Dex); Base Atk/Grp: +2/+3; Atk +4 melee (1d8+1/19-20, Masterwork Longsword) or +5 ranged (1d8/19-20, Masterwork Light Crossbow); Full Atk +4 melee (1d8+1/19-20, Masterwork Longsword) or +5 ranged (1d8/19-20, Masterwork Light Crossbow); SA sneak attack +2d6; SQ evasion, trap finding, trap sense +1; AL CG; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 8, Cha 10.

Skills & Feats: Move Silently +10, Hide +10, Spot +7, Listen +7, Search +8, Disable Device +8, Climb +7, Bluff +6, Sense Motive +5, Tumble +8; Improved Initiative, Alertness, Stealthy.

Evasion (Ex): If this rogue is exposed to any effect which allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trap Sense (Ex): This rogue has an intuitive sense that alerts her to dangers from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against traps.

Trapfinding (Ex): This rogue can use the search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magical trap has a DC of 25+ the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magical traps. Disabling a magical trap generally has a DC of 25+ the level of the spell used to create it. A rogue that beats the DC by 10 or more with the Disable Device check can generally study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Languages: Common, Goblin, Orcish.

Possessions: Masterwork Long sword, Masterwork Chain Shirt, Masterwork Light Crossbow.

ACT TWO-THE VILLAGERS

Commoner Type 1, Male/Female Human Commoner¹: Size M Type Humanoid; CR 1/2; HD 1d4+1; hp 3; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 10 (-1 Dex); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, Club); Full Atk +1 melee (1d6+1, Club); AL LN; SV Fort +1, Ref -1, Will +0; Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 8.

Skills & Feats: Craft +7, Profession +4, Handle Animal +3; Skill Focus (craft), Alertness.

Languages: Common.

Possessions: Club.

Commoner Type 2 (children), Male/Female Human

Commoner¹: Size S Type Humanoid; CR 1/2; HD 1d4-1; hp 2; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size); Base Atk/Grp: +0/-1; Atk non-combatant; AL CG; SV Fort -1, Ref +1, Will +0; Str 8, Dex 12, Con 9, Int 10, Wis 11, Cha 13.

Skills & Feats: Listen +6, Spot +6, Swim+3; Improved Initiative, Alertness.

Languages: Common.

Commoner Type 3, Male/Female Human

Commoner²: Size M Type Humanoid; CR 1; HD 2d4+2; hp 7; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 10 (-1 Dex); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, Club); Full Atk +2 melee (1d6+1, Club); AL LN; SV Fort +1, Ref -1, Will +0; Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 8.

Skills & Feats: Craft +8, Profession +5, Handle Animal +5; Skill Focus (craft), Alertness.

Languages: Common.

Possessions: Club.

Commoner Type 4, Male/Female Human

Commoner¹/Warrior¹: Size M Type Humanoid; CR 1; HD 1d4+1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 leather armor, +2 Dex); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2, Short Spear) or +3 ranged (1d8/19-20, Light Crossbow); Full Atk +3 melee (1d6+2, Short Spear) or +3 ranged (1d8/19-20, Light Crossbow); AL LG; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills & Feats: Craft +4, Profession +8, Handle Animal +4, Swim +3; Skill Focus (Profession), Alertness.

Languages: Common.

Possessions: Leather Armor, Short Spear, Light Crossbow, 20 bolts.

Militiamen, Male/Female Human Warrior¹: Size M Type Humanoid; CR 1/2; HD 1d8+1; hp 7; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 chain shirt, +2 Dex); Base Atk/Grp: +1/+3; Atk +4 melee (1d8+3/x3, Long Spear) or +3 ranged (1d8/19-20, Light Crossbow); Full Atk +4 melee (1d8+3/x3, Long Spear) or +3 ranged (1d8/19-20, Light Crossbow); AL LG; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills & Feats: Handle Animal +5, Climb +4, Jump +4, Intimidate +1, Swim +4; Weapon Focus (long spear), Skill Focus (handle animal).

Languages: Common.

Possessions: Chain Shirt, Long Spear, Light Crossbow, 20 bolts.

Alvan Wark, Male Human Warrior²: Size M Type Humanoid; CR 1; HD 2d8+4; hp 15; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16 (+5 chainmail, +1 buckler); Base Atk/Grp: +2/+4; Atk +4 melee (1d8+3/x3, Long Spear) or +2 ranged (1d8+3/19-20, Light Crossbow); Full Atk +4 melee (Dam plus Effects, Short Spear) or +4 melee (1d8+2/19-20, Long Sword) or +2 ranged (1d8/19-20,

Light Crossbow); SA -; SQ -; AL LN; SV Fort +2, Ref +0, Will +4; Str 14, Dex 10, Con 15, Int 8, Wis 13, Cha 12.

Skills & Feats: Skills; Weapon Focus (long spear), Dodge.

Languages: Common.

Possessions: Chainmail, Long Spear, Long sword, Buckler, Light Crossbow, 20 bolts.

Brendan Yonkin, Male Human Fighter1: Size Type; CR 1; HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 breastplate, +2 heavy shield, +1 Dex); Base Atk/Grp: +1/+3; Atk +5 melee (1d8+2/19-20, Long Sword) or +2 ranged (1d8/19-20, Light Crossbow); Full Atk +5 melee (1d8+2/19-20, Long Sword) or +2 ranged (1d8/19-20, Light Crossbow); SA -; SQ -; AL CG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills & Feats: Ride +5, Climb +6, Jump+6; Weapon Focus (long sword), Power Attack, Dodge.

Languages: Common.

Possessions: Breastplate, Masterwork Long sword, Heavy Steel Shield, Light Crossbow, 20 bolts.

Oswald Rockridge, Male Dwarf Cleric of Fortubo3: Size M Type Humanoid; CR 3; HD 3d8+6; hp 22; Init +2; Spd 20 ft.; AC 16, touch 9, flat-footed 17 (+5 masterwork breastplate, +2 heavy steel shield, -1 Dex); Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/x3, Masterwork Warhammer); Full Atk +5 melee (1d8+2/x3, Masterwork Warhammer); SA turn undead 3/day; SQ stonecunning, 60-ft. darkvision; AL NG; SV Fort +5, Ref +0, Will +5; Str 14, Dex 8, Con 14, Int 10, Wis 15, Cha 11.

Skills & Feats: Heal +7, Knowledge (religion) +5, Diplomacy +2; Toughness, Reach Spell^{CD}.

Languages: Common, Dwarven.

X Spells Known (4/3+1/2+1, save DC = 12 + spell level): 0 - ~~Create Water (x4)~~; 1st - Shield of Faith, Protection from Evil, Obscuring Mist, Sanctuary*; 2nd - Aid, ~~Make Whole, Shield Other*~~. Abbreviation Non-Core Source of Spell.

*Domain spell. *Domains:* Good (You cast good spells at +1 caster level), Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.)

Possessions: Masterwork Breastplate, Heavy Steel Shield, Masterwork Warhammer, Silver Holy Symbol of Fortubo, Healer's Kit.

Josef 'Jo' Wickerson, Male Human Cleric of Kord1: Size M Type Humanoid; CR 1; HD 1d8+1; hp 6; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 15 (+5 breastplate, -1 Dex); Base Atk/Grp: +0/+2; Atk +2 melee (1d10+3/19-20, Bastard Sword) or -1 ranged (1d4+2/19-20, Dagger); Full Atk +2 melee (1d10+3/19-20, Bastard Sword) or +1 ranged (1d4+2/19-20, Dagger); SA turn undead 4/day; SQ -; AL NG; SV Fort +3, Ref -1, Will +4; Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12.

Skills & Feats: Skills; Exotic Weapon Proficiency (Bastard Sword), Endurance.

Languages: Common.

Cleric Spells Known (3/2+1, save DC = 12 + spell level): 0 - ~~Create Water (x2)~~, Purify Food and Drink; 1st - Shield of Faith, Obscuring Mist, Enlarge Person*.

*Domain spell. *Domains:* Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll you have just made before the DM declares whether the roll results in success or failure. You must take the results of the reroll, if it is worse than the results of the original roll.), Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to strength equal to your cleric level. Activating this power is a free action, the power lasts one round, and it is usable once per day).

Possessions: Breastplate, Bastard Sword, Silver Holy Symbol of Kord, Healer's Kit.

Boswell Thibbs, Male Human Expert8: Size M Type Humanoid; CR 7; HD 8d6-8; hp 30; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+4 chain shirt, +1 Dex); Base Atk/Grp: +6/+6; Atk +7 melee (1d8/19-20, Masterwork Longsword) or +7 ranged (1d8/19-20, Light Crossbow); Full Atk +7/+2 melee (1d8/19-20, Masterwork Longsword) or +7/+2 ranged (1d8/19-20, Light Crossbow); SA -; SQ -; AL CN; SV Fort +1, Ref +3, Will +9; Str 10, Dex 13, Con 9, Int 12, Wis 16, Cha 14.

Skills & Feats: Craft (beer) +15, Profession (brewer) +14, Use Rope +12, Handle Animal +13, Diplomacy +15, Sense Motive +16, Bluff +15, Spot +14; Skill Focus (Craft [beer]), Weapon Focus (longsword), Negotiator, Persuasive.

Languages: Common, Dwarven.

Possessions: Chain Shirt (with pot for helmet), Masterwork Longsword, Light Crossbow, 20 bolts.

Local Expert A, Male/Female Human Expert1: Size M Type Humanoid; CR 1/2; HD 1d6+1; hp 5; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 (+2 leather); Base Atk/Grp: +0/-1; Atk -1 melee (1d8/19-20, Longsword) or +0 ranged (1d8/19-20, Light Crossbow); Full Atk -1 melee (1d8/19-20, Longsword) or +0 ranged (1d8/19-20, Light Crossbow); SA -; SQ -; AL LN; SV Fort +1, Ref -1, Will +4; Str 8, Dex 10, Con 13, Int 12, Wis 15 Cha 14.

Skills & Feats: Craft +8, Profession +6, Use Rope +4, Handle Animal +6, Diplomacy +8, Sense Motive +8, Bluff +6, Spot +6; Skill Focus (Craft), Negotiator.

Languages: Common.

Possessions: Leather Armor, Longsword, Light Crossbow, 20 bolts.

Local Expert B, Male/Female Human Expert2: Size M Type Humanoid; CR 1; HD 2d6; hp 9; Init -1; Spd 30 ft.; AC 12, touch 9, flat-footed 13 (+3 studded leather, -1 Dex); Base Atk/Grp: +1/+2; Atk +2 melee (1d8/19-20, Longsword) or +0 ranged (1d8/19-20, Light Crossbow); Full Atk +2 melee (1d8/19-20, Longsword) or +0 ranged (1d8/19-20, Light Crossbow); SA -; SQ -; AL N; SV Fort

+0, Ref -1, Will +5; Str 12, Dex 8, Con 10, Int 13, Wis 15 Cha 14.

Skills & Feats: Craft +9, Profession +7, Use Rope +4, Handle Animal +7, Diplomacy +9, Sense Motive +9, Bluff +7, Spot +7; Skill Focus (Craft), Negotiator.

Languages: Common.

Possessions: Studded Leather Armor, Longsword, Light Crossbow, 20 bolts.

ACT THREE (ALL APLS EXCEPT 2)

Mega-Pack of Wild Dogs (Mob of Riding Dogs, trained for war): Size Gargantuan(20ft x 20 ft) Type Animal; CR 8; HD 30d8+60; hp 225; Init +0; Spd 30 ft.; AC 13, touch 8, flat-footed 11 (+2 Dex, +4 Natural, -4 Size, +1 partial leather barding); Base Atk/Grp: +22/+36; Atk Mob (5d6, Bludgeoning); Full Atk Mob (5d6, Bludgeoning) or Trample (2d6+3); SA Expert Grappler, Trample, Trip; SQ Mob Anatomy, Low-light Vision, Scent; AL N; SV Fort +19, Ref +19, Will +8; Str 15, Dex 15, Con 15, Int 3, Wis 9, Cha 6. DMG2, page 59.

Skills & Feats: Jump +8. Listen +3, Spot +3, Swim +3, Survival +0*; Improved Bull Rush, Improved Overrun, Alertness, Track.

***Attack/Full Attack:** Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Space/Reach: A mob occupies a square 20 feet on a side, but its reach is 0 feet. In order to attack it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature, because it tramples over and moves around its victim. A mob can move through squares occupied by enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Trip (Ex): A wolf [sic] that hits with its bite attack can attempt to trip the opponent (+1 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 [sic].

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6+3. The

victim can either make an attack of opportunity against the mob or make a Reflex save (DC 27) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice (30) breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

DM AID: MAP #1 – THE HAMLET OF WOODSEND



DM AID: NEW RULES

NEW ITEMS

Baatorian Green Steel (*Fiendish Codex II*)

Mined in deep shafts of Avernus, Baatorian green steel is light and harder than normal metal. The near-continuous fighting on Hell's first layer makes large scale mining operations difficult, but because this metal is well-suited for use in weaponcrafting, the effort is often worth the price.

Any slashing or piercing weapon created with Baatorian green steel deals an extra 1 point of damage. This bonus stacks with enhancement bonuses provided by magic. A weapon crafted from Baatorian green steel costs an additional 1,000 gp.

Baatorian green steel has hardness 12 and 30 hp per inch of thickness.

NEW FEATS

Glorious Weapons (*Complete Divine*)

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as a standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

Divine Vigor (*Complete Warrior*)

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base land speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your charisma modifier.

Woodland Archer [Tactical] (*Races of the Wild*)

You have honed your archery skill in the wilds of the forest.

Prerequisite: Point Blank Shot, Base Attack +4

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust to Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the *Player's Handbook*), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his fighter bonus feats.

Short Haft (*Players Handbook II*)

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

Prerequisite: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

Benefit: As a swift action, you can choose to lose the benefit of wielding a reach weapon other than a spiked chain or a whip. In return, you can use that weapon to attack and threaten spaces adjacent to you. With another swift action, you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

Special: A fighter can select Short Haft as one of his fighter bonus feats.

Vexing Flanker (*Players Handbook II*)

You excel at picking apart an opponent's defenses when your allies threaten them.

Prerequisite: Combat Reflexes.

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

NEW BASE CLASS

Marshal (*Miniatures Handbook*)

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Adventures: Whether leading troops or a company of adventurers, marshals accept commissions in return for their service. Once a commission is accepted, most marshals feel honor-bound to see the contract through to its end. If the choice is between honoring the commission and the survival of his company, though, many a marshal will break the commission and lead his forces to a new patron in distant lands.

Characteristics: Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor. Their real strength is their ability to lead those who follow them to success they might not otherwise reach in combat. Marshals make passable warriors themselves, when personal danger finds them.

Alignment: Marshals may be of any alignment. Good-aligned marshals are often crusading leaders who seek out and fight evil. Lawful-aligned marshals accept commissions from people who face invasion by foreign aggressors. Chaotic-aligned marshals lead mercenaries to wherever the pay is best. Evil-aligned marshals tend to lead forces of foreign aggressors set on invasion and plunder.

Religion: Marshals often worship Heironeous (god of valor) or Kord (god of strength). Some worship St. Cuthbert (god of retribution), Hextor (god of tyranny), or Erythnul (god of slaughter).

Background: Marshals come to their profession through study and desire. Most have had formal training in a noble's army, where they were given positions of authority. Others have trained in formal academies, preparing themselves for careers as a military officers. Marshals see others of their class as part of a special group, especially those they have studied with. Even enemy marshals can be afforded some respect, though the enemy's forces must be crushed all the same.

Races: Human marshals often follow in the footsteps of their parents, who served as officers in earlier wars, conflicts, or mercenary companies. Dwarf marshals are trained to lead strike teams that protect the underground dwarven kingdoms. Elf marshals rarely enroll in military academies, though half-elves often do. Half-orc marshals fight an uphill battle in trying to garner respect in mixed-race units.

Among the brutal humanoids, few manage to enroll in the academies where the elite skills of command are taught.

Other Classes: The marshal relies on the other classes in all ways – it is his job to support a team, magnifying the strengths of each member for success in battles or forays into dangerous cavern complexes.

Role: In most adventuring parties, the marshal serves as the lead tactician, while his comrades support him with spells, ranged attacks, and other effects. However, once a plan is in motion, most marshals enter the melee to assure victory.

Game Rule Information

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power. Intelligence is important for the many skills required by marshals to complete their commissions.

Alignment: Any.

Hit Die: d8.

Class Skills

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time. Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

- Accurate Strike: Bonus on rolls made to confirm critical hits.
- Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.
- Demand Fortitude: Bonus on Fortitude saves.
- Determined Caster: Bonus on rolls to overcome spell resistance.
- Force of Will: Bonus on Will saves.
- Master of Opportunity: Bonus to Armor Class against attacks of opportunity.
- Master of Tactics: Bonus on damage rolls when flanking.
- Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.
- Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.
- Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.
- Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.
- Motivate Strength: Bonus on Strength checks and Strength-based skill checks.
- Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.
- Over the Top: Bonus on damage rolls when charging.
- Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

- Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.
- Motivate Ardor: Bonus on damage rolls.
- Motivate Attack: Bonus on melee attack rolls.
- Motivate Care: Bonus to Armor Class.
- Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.
- Resilient Troops: Bonus on all saves.
- Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

(This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Table 1-5: The Marshal

Level	Base	Attack	Fort	Ref	Will	Special	Auras Known	
	Bonus	Save	Save	Save	Save		Minor	Major
1st	+0	+2	+0	+2	+2	Skill Focus (Diplomacy), minor aura	1	0
2nd	+1	+3	+0	+3	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	-		2	1
4th	+3	+4	+1	+4	+4	Grant move action 1/day	2	1
5th	+3	+4	+1	+4	-		3	2
6th	+4	+5	+2	+5	-		3	2
7th	+5	+5	+2	+5	+5	Major aura +2	4	2
8th	+6/+1	+6	+2	+6	+6	Grant move action 2/day	4	2
9th	+6/+1	+6	+3	+6	-		5	3
10th	+7/+2	+7	+3	+7	-		5	3