

**RTK[m]3-01**

# **Scalphunt**

**A One-Round D&D LIVING GREYHAWK<sup>®</sup>  
Ratik "MINI" Regional Adventure**

Version 1.0

**Round 1**

**by Matt Lau**

Since Krevik Bredivan's proclamation that his house would pay a bounty on the scalps of Orcs and Gnolls, a veritable war has been waging within the Loftwood. Groups of hunters, mercenaries, and adventurers battle fiercely against the orc and gnoll armies, hoping to collect enough scalps to earn a small fortune. But more and more groups return from their hunts with rumors of a third army within the Loftwood. An army that gives aid to the Ratikkan hunters yet has never been seen. Part one of the Loftwood Trilogy, for EPLs 2-6.

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

## Time Units and Upkeep

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

Note PCs that are in the Bredivan militia may apply the TU spent in this adventure towards the TU requirement for that organization.

## EPL

Add the total levels of the PCs including cohorts and divide by 5 for the Effective Party Level.

## Adventure Summary and Background

Rumors abound about an army of "Invisible Hunters" that are aiding the Ratikkans in the war against the orcs and gnolls. This adventure explores current events in the Loftwood. It introduces the Loftwood Foresters who were badly decimated during the invasion. It re-introduces the woodsman, Gragg Treebeard, who is always a reliable source of information within the Loftwood. And lastly it shows the gnolls regrouping their forces and regaining their strength.

## Introduction

PCs are gathered at an alehouse in a tent town set up near Fort Bredivan. Preparing to go on a gnoll hunt. If they have not met before it can be

assumed that they have joined together here to form a hunting group of four to six people.

If there is no Ranger (or other PC with the Track feat), then the PCs may hire one. Kurbin will accompany the PCs for a full share of the bounty earned, Eldrood will work for a half share but will not engage in any combat.

**Kurbin, male human Rgr1:** CR 1, Medium humanoid, HD 1d10+1, hp 11, Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 chain shirt]; Atk +2 melee [1d8+1/19-20, longsword] or +0/+0 melee [1d8+1/19-20, longsword and 1d6, short sword] or +2 ranged [1d6/x3, shortbow]; SA Rgr species enemy [+1 vs. Orcs]; AL N; SV Fort +3, Ref +1, Will +1; Str 12, Dex 13, Con 12, Int 10, Wis 12, Cha 11.

*Skills and Feats:* Hide +3, Move Silently +3, Listen +7, Spot +7, Wilderness Lore +5; Alertness, Point Blank Shot, Ambidexterity\*, Two-Weapon Fighting\*, Track.

*Possessions:* Chain shirt, longsword, short sword, shortbow, quiver with 21 arrows.

**Eldrood, male human Exp1 (hunter):** CR ½, Medium Humanoid, HD 1d6, hp 4, Init +4, Spd 30 ft.; AC 12 [touch 10, flat-footed 12] [+2 leather]; Atk +0 melee (1d8, shortspear); AL N; SV Fort +0, Ref +0, Will +2; Str 11, Dex 11, Con 10, Int 9, Wis 12, Cha 12.

*Skills and Feats:* Hide +5, Move Silently +4, Listen +5, Profession (Hunter) +5, Spot +5, Wilderness Lore +5; Improved Initiative, Track.

*Possessions:* Leather armor, shortspear.

There are two clerics of Trithereon assigned here by House Bredivan to heal hunters as they return.

**Aamala:** female human Clr3.

**Gregan:** male human Clr2.

There is a treasurer for House Bredivan who is collecting scalps and paying out the bounties for them.

**Jagib:** male human Exp1.

There are also about a dozen militia men and mercenaries sitting about the tent relaxing.

Rumors (can be obtained through Diplomacy or Gather Information checks). Any check result of 10 gives one piece of info, plus an additional piece for every 2 points above 10.

- Orcs seem to be disorganized and scattered
- Gnolls have been much more scarce
- Several hunting parties never returned
- There is a human ranger named Axehand killing orc and gnoll women and children for the bounty
- Someone in those woods is killing orcs and gnolls by the dozen, but not bothering to collect the scalps
- Gnolls had us surrounded. We were dead for certain, then a barrage of arrows cut through their ranks. We ran for it, never saw who came to our aid. Figured they could keep the scalps
- Ran into a group of the Foresters that live in Loftwood. They suffered heavy losses in the invasion and have been in hiding
- There is a young boy looking for someone to find his father who's been missing for a week now. Supposedly, he had a magic gnoll slaying sword blessed by Trithereon. It had his holy symbol on it along with three amethysts

## Encounter One

***There are very few orc and gnoll signs along the northernmost border of the Loftwood. The increased number of Ratikkan hunters seeking scalps have pushed the monsters south. Which means that a successful hunt requires venturing deeper into the woods.***

On the second day of the hunt, Gragg Treebeard, will come upon the PCs recent tracks and follow after them, attempting to take them by surprise. He is just doing this as a way of making sure that the hunters are alert. He is a wildman who lives in the Loftwood and hates orcs with a passion. If the PCs are friendly and express a mutual hatred of orcs, he will invite them to sit and eat with himself and Grim so that he can tell them about events in the Loftwood. Although he will ignore any half-orc PCs.

On the mysterious rescues/aid:

- There are a group of "invisible hunters" in these woods. They've been ambushing and sniping orcs ever since the day of the invasion.
- Whoever they are they're fast, and light on their feet. As sneaky and as at home in the woods as an elf.

- I've been trying to identify them for weeks, but they're as elusive as the mist.

On Axehand

- Oh yeah, I've met that snake. I'm not certain of it, but I think he ambushed two human hunters leaving the woods so he could steal the scalps they collected.
- He knew of my reputation for killing orcs, so that fiend was tracking me for two days. He scalped a couple of orc bodies that I had left behind. I finally lost him.

On the gnoll slaying sword

- I know nothing of that, but if such a blade exists, I'm sure it could be put to great use here.

On missing hunters

- Well, some people have come in here to hunt orcs who frankly don't have the skill. I'm sure a lot of them have been slaughtered. Most likely their bodies were eaten.

**Gragg Treebeard:** Male human Drd3/Rgr3; Medium Humanoid; HD 3d8+3d10+12; hp 45; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atk +6 melee (1d6, quarterstaff) or +7 ranged (1d4, sling); SQ Rgr species enemy (+1 vs. Orcs), Drd Nature Sense, Woodland Stride, Trackless Step; AL NG; SV Fort +8, Ref +4, Will +5; Str 11, Dex 14, Con 15, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Animal Empathy +10, Diplomacy +3, Handle Animal +7, Heal +7, Hide +8, Intuit Direction +4, Spellcraft +4, Wilderness Lore +10; Alertness, Combat Reflexes, Weapon Focus (Quarterstaff),

*Possessions:* quarterstaff, leather armor, sling, pouch w/ 12 bullets, 6 goodberries.

*Spells Prepared* (4/3/1; base DC = 11 + spell level): 0—[cure minor wounds (2), light, mending, purify food and drink]; 1st—[cure light wounds, entangle, shillelagh] 2nd—[summon swarm].

**Grim, Black Bear:** CR 2; Medium Animal, HD 3d8+6; hp 19; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural); Atk +6/+6/+1 melee (1d4+4, claws; 1d6+2 bite); SQ Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

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

## Encounter Two

Later on the second day, the PCs come across an old abandoned logging site. There are some ruined wooden buildings and tents in a roughly 90-foot circle of cleared trees. There is also a combination of orc and human bodies from a recent battle (last night). An orc scout party has arrived here and is searching for survivors and/or salvageable gear.

At the edge of the clearing (roughly 50 ft. from the orcs), make opposed Listen and Move Silently checks to determine awareness for the orcs (listed under EPL 2) and the PCs, followed by opposed Spot and Hide checks. At EPL 4 and higher, the additional orcs arrive the round after any combat starts (the EPL 2 orcs are scouting ahead of the noisy ones).

EPL2 (EL 3)

**Orc, Rgr1:** CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 studded leather, +3 Dex]; Atk +3 melee (1d8+3/x3, battleaxe) or +4 ranged (1d8/x3, longbow); SQ Rgr Species Enemy (+1 Vs elves); AL CE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 16, Con 14, Int 11, Wis 13, Cha 6.

*Skills and Feats:* Hide +6, Move Silently +6, Listen +7, Spot +7; Alertness, Point Blank Shot.

*Possessions:* masterwork studded leather armor, battleaxe, longbow, quiver w/ 12 arrows, gem (50 gp value).

**Orcs, Rog1 (2):** CR 1; Medium Humanoid; HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [+2 leather, +3 Dex]; Atk +2 melee (1d4+2/19-20, dagger) or +3 ranged (1d6, shortbow); SQ Rog sneak attack +1d6; AL CE; SV Fort +1, Ref +5, Will +1; Str 14, Dex 17, Con 13, Int 9, Wis 12, Cha 8.

*Skills and Feats:* Bluff +3, Climb +6, Hide +7, Move Silently +7, Listen +5, Spot +5, Search +3; Alertness, Improved Initiative.

*Possessions:* Leather armor, dagger, shortbow, quiver w/ 15 arrows.

EPL4 (EL 6) Cumulative with EPL 2

**Orc, Brb4:** CR 4; Medium Humanoid; HD 4d12+12; hp 48; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+4 chain shirt, +2 Dex]; Atk +10 melee (1d12+6/x3, greataxe); SQ Brb rage 2/day, Uncanny Dodge; AL CE; SV Fort +7, Ref +2, Will +2; Str 18, Dex 14, Con 17, Int 7, Wis 12, Cha 5.

*Skills and Feats:* Climb +8, Jump +7, Listen +10, Spot +2; Alertness, Weapon Focus (greataxe), Toughness.

*Possessions:* Chain shirt, masterwork greataxe

**Orcs (4):** CR 1; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 scale mail, +2 shield]; Atk +3 melee (1d8+2/x3, battleaxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

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

*Possessions:* scale mail armor, large wooden shield, battleaxe.

EPL6 (EL 8) Cumulative with EPL 2 and 4

**Ogres (3):** CR 2; Large Giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft.; AC 16 [touch 8, flat-footed 16] [-1 size, -1 Dex, +5 natural, +3 hide]; Atk +8 melee (2d6+7, huge greatclub); 5 ft. by 5 ft./10 ft. reach; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +4, Listen +2, Spot +2; Weapon Focus (greatclub).

*Possessions:* Hide armor, huge greatclub, pouch with a single jade skull (250 gp value).

A search of the area will take roughly 15 minutes (or 5 hours if “taking 20”):

DC Item Found

6: enough unspent arrows to replenish a quiver

14: undamaged chain shirt

18: a gold pendant (20 gp value)

20: a silver holy symbol of Trithereon

22: 5 masterwork arrows

25: a masterwork bastard sword with 3 amethysts set in the handle around the engraved holy symbol of Trithereon (it is deep in a ravine under a human body that is riddled with orc arrows). The PCs earn an additional XP award if they find the man’s son and return the sword to him.

A Tracker can perform a Wilderness Lore check to uncover the following:

10: The battle took place last night

15: The humans were here first—if their tracks are followed for a few hundred yards, their path indicates that they were probably lost.

18: The orcs that were just fought by the PCs came from roughly the same direction that the slain ones from last night did. They can be tracked back to where they came from, although waiting another day will increase the tracking

DC to 25.

## Encounter Three

Assuming the PCs manage to follow the orc tracks, they will pass near a hastily-built campsite belonging to the Loftwood Foresters. An orc squad is attacking.

***The normal woodland sounds of insects and birds disappear and are replaced by the sounds of nearby battle.***

**Pathfinders (4):** Male/Female human/elf War1; CR 1/2; Medium humanoid; HD 1d10; hp 7; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+3 hide armor, +2 shield]; Atk +1 melee (1d6/x3, halfspear); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 11, Wis 12, Cha 9.

**Skills and Feats:** Climb +4, Jump +4, Handle Animal +3, Listen +2, Spot +2; Alertness, Blind-Fight.

**Possessions:** Hide armor, large wooden shield, halfspear, shortbow, empty quivers.

**Orcs (8):** CR 1; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 scale mail, +2 shield]; Atk +3 melee (1d8+2/x3, battleaxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

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

**Possessions:** scale mail armor, large wooden shield, battleaxe.

The leader of this group is a half-elf woman, named Miri'il Ashglade a low-ranking Grasswalker. She will ask the PCs for their help. Within the camp are 8 wounded Foresters, too many to carry to a safer area (see below). If the PCs offer aid, either escorting/carrying the wounded to the nearest Forester camp or healing enough of them that they can travel on their own, they will earn an Influence Point with the Loftwood Foresters.

***We were originally a band of twenty. After the massive orc and groll movement to the north, we took heavy losses. All of our druids were killed, so we had no means of magical healing. We've been in hiding with our wounded for several weeks, trying to avoid orc scouting parties waiting for them to get strong enough to travel.***

- She has no knowledge of Axehand, or of Gragg Treebeard
- She has just recently heard about the so-called "invisible hunters," mostly by overhearing orc scouts that passed too close to their hiding spot. The orcs are definitely scared of them
- If asked about orcs and gnolls, she can inform the PCs that a strong gnoll chieftain has begun re-gathering orcs and gnolls in a staging area. She can give directions, although finding it will still require a Wilderness Lore or Intuit Direction check (DC 15), or if a PC has the *Gift of the Woodlands* they will intuitively know exactly the location described.

Within the camp are the following wounded (not counting those wounded during the battle):

EPL2: 0, 0, -1, -1, -2, -2, -4, -5

EPL4+: 0, 0, -4, -4, -5, -8, -9, -9

If more than half of the Foresters are restored to 1 or more hit points, then they will carry off their wounded to rejoin their brethren. Or the PCs can help carry the wounded themselves. Doing so will add a full day to their journey before they eventually find a Forester patrol who will take over their burden. All along the way they have several close call with orc scout patrols, that prevent them from resting for more than an hour or two at one time.

## Encounter Four

The PCs reach this area either by continuing to track the orcs from Encounter Two, or if they detour to help the forester's, then they are told the direction of a large group of gnolls by the patrol.

This is a gnoll staging ground for Flesheater clan. This entire area is heavily wooded and not cleared at all. Rather than draw out 300 trees, just remember that all missile attack targets receive ¼ cover for every 20-feet of distance from the attacker. Anyone who actively seeks to use cover can increase that amount by 25-50% by taking that same penalty to their own missile attacks.

EPL 2: Perimeter Guards

**Gnolls (4):** CR 1; Medium Humanoid; HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 17 (touch

10, flat-footed 17) [+1 natural, +4 scale mail, +2 shield]; Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0, Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

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

*Possessions:* Scale mail armor, battleaxe, large wooden shield, 2 javelins.

**Gnoll Rgr1:** CR 2; Medium Humanoid; HD 2d8 (gnoll) + 1d10 (Rgr) + 6; hp 27; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+4 chain shirt, +1 Dex]; Atk +6 melee (1d8+3/x3, battleaxe) or +4/+3 melee (1d8+3/x3, battleaxe and 1d6+1/x3, handaxe) or +3 ranged (1d8+2/x3, longbow); SQ Darkvision 60 ft., Rgr species enemy (+1 vs. Humans); AL CE; SV Fort +7, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 9, Wis 12, Cha 9.

*Skills and Feats:* Hide +3, Move Silently +3, Listen +8, Spot +7; Power Attack, Point Blank Shot, Ambidexterity\*, Two-Weapon Fighting\*, Track.

*Possessions:* Chain shirt, masterwork battleaxe, handaxe, mighty composite longbow (+2), quiver w/ 20 arrows.

There are hundreds of orc and gnoll tracks. If the PCs hired a tracker he refuses to go any further into the camp. Unless the PCs took out the first group very silently, they can still turn around now before a larger force arrives after hearing the battle. Otherwise the following group arrives in five rounds:

EPL 4: War Party

**Gnolls (13):** CR 1; Medium Humanoid; HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [+1 natural, +4 scale mail, +2 shield]; Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0, Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

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

*Possessions:* Scale mail armor, battleaxe, large wooden shield, 2 javelins.

**Orcs (8):** CR 1; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 scale mail, +2 shield]; Atk +3 melee (1d8+2/x3, battleaxe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

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

*Possessions:* Scale mail armor, large wooden shield, battleaxe.

**Blackfang, gnoll Fig3:** CR 4; Medium Humanoid; HD 2d8(gnoll)+3d10(Fig)+10; hp 43; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 splint mail, +1 Dex]; Atk +9 melee (2d4+4/x2, spiked chain); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +2, Will +1; Str 19, Dex 13, Con 15, Int 9, Wis 11, Cha 8.

*Skills and Feats:* Climb +0, Jump +0, Listen +3, Spot +3; Cleave, Expertise, Improved Disarm, Power Attack, Weapon Focus (spiked chain).

*Possessions:* Splint mail, spiked chain, mithral ring on a piece of twine (75 gp value).

EPL6: cumulative with EPL 4

**Gnoll Chieftain Hathragynn, gnoll Drd7:** CR 8; Medium Humanoid; HD 2d8(gnoll) + 7d8 (Drd) + 36; hp 85; Init +3; Spd 20 ft.; AC 22 (touch 13, flat-footed 19) [+4 natural, +3 armor, +2 shield, +3 Dex]; Atk +11 melee (1d6+5, sickle); SQ Darkvision 60 ft. Drd Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Wildshape 3/day; AL NE; SV Fort +11, Ref +5, Will +7; Str 21, Dex 16, Con 19, Int 9, Wis 14, Cha 7.

*Skills and Feats:* Concentration +13, Intuit Direction +7, Listen +10, Spot +5, Wilderness Lore +12; Power Attack, Cleave, Dodge, Leadership.

*Possessions:* Hide armor, large wooden shield, wooden holy symbol, sickle, pouch of semiprecious gemstones (150 gp value), 4 goodberries.

*Spells Prepared (6/5/4/2/1; base DC = 12 + spell level):* 0—[create water, cure minor wounds (2), flare (2), purify food and drink]; 1st—[calm animals, cure light wounds (2), endure elements, magic fang]; 2nd—[barkskin, chill metal, flame blade, warp wood]; 3rd—[dominate animal, poison]; 4th—[flame strike].

**Dire Wolf:** CR 3; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; Atk +10 melee (1d8+10, bite); SQ Trip, Scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

### Invisible Ally

One of the invisible hunters is observing the battle. He will not intervene unless it looks like a TPK is imminent. He wants at least one of the PCs to escape so that the location of this staging ground will be discovered by the Ratikkans. Once the PCs retreat, if there are any enemies pursuing them, he will cast an *entangle* spell then retreat and hide. His stats are included in case the PCs try to pursue him.

**Goblin Rgr5:** CR 5; Small Humanoid; HD 5d10+5; hp 39; Init +5; Spd 30 ft.; AC 20 (touch 16, flat-footed 15) [+1 Size, +2 leather, +2 shield, +5 Dex]; Atk +5 melee (1d6/x3, handaxe) or ranged +10 (1d6/x3, shortbow); SQ Darkvision 60 ft., Rgr Species Enemy (+2 Vs Orcs, +1 Vs Gnolls); AL LE; SV Fort +7, Ref +6, Will +2; Str 11, Dex 20, Con 12, Int 12, Wis 13, Cha 8.

*Skills and Feats:* Hide +20, Move Silently +18, Listen +12, Spot +12, Wilderness Lore +9; Alertness, Skill Focus (Hide), Skill Focus (Move Silently), Ambidexterity\*, Two Weapon Fighting\*, Track.

*Possessions:* Leather armor, small wooden shield, handaxe, shortbow, quiver w/ 10 arrows.

*Spells Prepared* (1; base DC = 11 + spell level): 1st—[*entangle*].

## Conclusion

***After an exhausting trek you finally emerge from the Loftwood and see the walls of Fort Bredivan ahead of you. Now that you are out of enemy territory, you can take a moment to relax, and count the scalps that you have collected.***

**The End**

## Experience Point Summary

### Encounter Two

Defeat the patrol  
EPL2 70 xp; EPL4 110 xp; EPL6 160 xp

### Encounter Three

Defeat the Orcs  
All EPLs 30 xp

### Encounter Four

Kill Creatures  
EPL2 80 xp; EPL4 145 xp; EPL6 200 xp

### Story Award (Encounter Three)

Returning the sword to the boy:  
All EPLs 20 xp

### Discretionary roleplaying award

EPL2 25 xp; EPL4 30 xp; EPL6 40 xp;

### Total possible experience:

EPL2 225 xp; EPL4 335 xp; EPL6 450 xp

## Treasure Summary

Note: the Treasure is included as a total for the group rather than broken down into individual awards, in case the PCs need to remove a share of treasure for hiring a tracker.

### Encounter Two

EPL2: 50 gp, 3 orc scalps (15 gp), masterwork studded leather (175 gp)

EPL4: 50 gp, 8 orc scalps (40 gp), masterwork studded leather (175 gp), masterwork greataxe (320 gp).

EPL 6: 50 gp, 8 orc scalps (40 gp), masterwork studded leather (175 gp), masterwork greataxe (320 gp), jade skull (250 gp).

Possible salvaged gear:

gold pendant (4 gp), silver holy symbol (5 gp), 5 masterwork arrows (7 gp), a masterwork bastard sword (33 gp)

### Encounter Three

EPLs: 8 orc scalps (40 gp).

### Encounter Four (cumulative with each EPL)

EPL2: 5 gnoll scalps (50 gp), masterwork battleaxe (310 gp)

EPL4: 75 gp, 13 gnoll scalps (130 gp), 8 orc scalps (40 gp)

EPL6: 150 gp

### Adventure Maximums

EPL2 689 gp; EPL4 1279 gp; EPL6 1679 gp

### Special

Influence Point with the Loftwood Foresters