

RTK[m]2-03

Empty Coffers

**A One-Round D&D LIVING GREYHAWK[®]
Ratik “MINI” Regional Adventure**

Version 1.0

Round 1

by Matt Lau

The bounty on scalps paid by House Bredivan appears to have had great effect on the orcs and gnolls of the Loftwood. According to all reports, their clans have been broken into splintered groups struggling just to survive. But at what cost? Part three of the Loftwood trilogy.

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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. It players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Time Units and Upkeep

This is a standard 1-round Regional 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.

EPL

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

Adventure Summary and Background

The PCs are once again on the hunt for orc and groll scalps. In Encounter One, the PCs are on the trail of orcs, and if they have no tracker of their own, then they are fortunate to team up with a Ranger named Greywind Axehand. In Encounter Two, the PCs find an abandoned camp of orcs and gnolls, and evidence shows that they are massing for an attack against a group of humans to the east. In Encounter Three, the PCs defend a refuge of the Loftwood Foresters and fight against the orc and groll invaders led by Atkurn Bloodfist, a cleric of Hextor. In Encounter Four, Greywind Axehand attacks the PCs attempting to steal their scalps and treasure. In the Conclusion, the PCs learn that House Bredivan is broke, and Lord Bredivan offers them a magic ring in order to settle their debt.

Introduction

In Media Res.

Have all PCs roll Listen checks (DC 10). Only those who succeed can act in the surprise round as the monsters attack.

If there is no PC with the track feat, then Greywind Axehand is here now and will help the PCs drive off the attackers.

Introductions can be made after the battle.

Creatures:

EPL 2

Orcs (3): CR 1; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [[+3 hide, +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: hide armor, large wooden shield, battleaxe.

Orcs: CR 1; Medium Humanoid; HD 1d8; hp 8; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [[+3 hide, +2 shield]]; Atk +4 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: hide armor, large wooden shield, masterwork battleaxe.

EPL 4 (add on)

Worgs (2): CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 [touch 12, flat-footed 12] [[+2 Dex, +2 natural]]; Atk +7 melee (1d6+4, bite); SQ Trip, Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Alertness.

EPL 6 (add on)

Gnoll Brb4/Drd1: CR 6; Medium Humanoid; HD 2d8(gnoll)+4d12(Brb)+1d8(Drd)+21; hp 76; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 13) [[+1 natural, +2 leather, +1 Dex]]; Atk +9 melee (1d6+4, quarterstaff); SQ Darkvision 60 ft.; AL NE; SV Fort +12, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 8, Wis 13, Cha 7.

Skills and Feats: Animal Empathy +1, Climb +5, Jump +5, Intuit Direction +8, Listen +3, Spot

+3, Wilderness Lore +8; Power Attack, Cleave, Weapon Focus (quarterstaff).

Possessions: Leather armor, quarterstaff, a human hand on a string that has five gold rings on it (total value 150 gp)

Spells Prepared (3/2; base DC = 11 + spell level): 0—[create water, flare, purify food and drink]; 1st—[animal friendship, shillelagh].

Worgs (2): use stats above.

Treasure:

EPL2: Loot (20 gp), masterwork battle axe (30 gp)

EPL4: Loot (20 gp), masterwork battle axe (30 gp)

EPL6: Loot (20 gp), Coin (30 gp), masterwork battle axe (30 gp)

Encounter One

Once the battle is over, fill the PCs in on how they arrived here.

You have been hunting in Loftwood for several days now, but the situation has changed drastically from the previous month. Isolated groups of orcs and gnolls have been much rarer, and the tracks you find suggest that they have begun to reorganize and travel in bands. Indeed it seems as if they are preparing for another mass attack, although when and where remains a mystery.

Now quick introductions can be made. If any PCs have not met before, then they could easily have started out with another group of hunters but somehow ended up with the PCs at the table (the rest of their party could be dead or lost).

- If Greywind is with the party, he will introduce himself only as Greywind, and tell the PCs that since the rest of his hunting party has fallen to orcs, he will gladly offer his services for a share of the scalps.
- If they refuse his service, he will remind them that without a skilled tracker, they will probably remain lost in the Loftwood until they are found and killed by the monsters here.
- If they determine that he is evil and attack him, he will attempt to flee, then track the PCs and wait for an opportune time to ambush them.

- If they kill him now, then Encounter 4 can be skipped.

A Wilderness Lore check (DC 15) can be made to backtrack the orcs. Their tracks originate from the abandoned camp at Encounter 2.

If the PCs end this encounter without a tracker, then they are unable to complete the adventure.

They simply wander about the woods, until they find their way out. To escape from Loftwood:

- A successful Intuit Direction check (DC 12), will get the PCs out of the woods and end the adventure.
- In the case of multiple characters making checks, then the party will follow the roll of the PC with the highest charisma, regardless of who had the better roll.
- Each failed check results in another day spent in the Loftwood, and a 1 in 3 chance of a random encounter with an orc patrol (use the groups from Encounter 3).
- For every five days spent in the Loftwood, the adventure costs the PCs an additional TU.

Encounter Two

A large clearing in the woods reveals what must have been a campsite recently. Although no camp gear remains here now, there is an old fire pit filled with ash and many of the nearby trees have had their branches hacked off.

A Search check (DC 10) shows evidence of roughly twenty orcs and gnolls having left towards the east; (DC 20) a section of dirt near the central fire pit has a crude map etched into it although it has been mostly stomped out. A careful study of it will show four campsites including this one all moving towards one place to the east labeled “humans” in orcish.

For the party tracker:

A Wilderness Lore check can determine (DC 12) that they left just hours ago; (DC 15) although they’ve been here for over a week; (DC 18) majority of them were wearing medium armor; and (DC 22) there is one set of human prints, wearing platemail that led the orcs and gnolls out of here.

Several orc and groll groups are on their way to attack a refuge of the Loftwood foresters. The attackers can be followed easily, but they do have a head start of a few hours. Assuming the PCs move at a hustle pace.

- If the speed of the PCs is 20 ft. (same as the orcs), then they will arrive at the Forester's refuge after it has been mostly decimated.
- If the PC's move at a speed of 30 ft. (faster than the orcs) then they will arrive in the midst of the battle and can help to turn the tide in the Foresters favor.
- If the PC's speed is 40 ft. or more, then they arrive before the battle and can help prepare defenses.

Encounter Three

Battleground. The Foresters refuge is an area of high ground that is surrounded by dense foliage. The remnants of the Loftwood Foresters have withdrawn here hoping to avoid the orcs attention. However, a human cleric of Hextor from North Kingdom has arrived to guide the orcs to them.

The goal of the PC's is to fight their way through group 1, then group 2, and on to the Main group with the main villains. PCs determine their own EPL, by withdrawing from combat when they feel they can no longer continue (although the adventure is designed so that only EPL 6 groups should be able to succeed).

If the PCs arrive late: the Foresters have retreated into the woods and abandoned their refuge. Group 1 consists of the outside sentries of orcs and gnolls who are now occupying the refuge, Group 2 are the guards stationed at the entryway, and Group 3 will be the remainder of the main force inside.

If the PC's arrive in the midst of the battle: then the battle is largely random, and any area-effect spells will likely affect allies. Group 1 is merely the closest enemies at the start of the battle, Group 2 is what is remaining once the battle has thinned out and there are massive casualties. And finally the main group is what is left after that. At this point, there are very few people around (enemies or allies), so area effect spells should be fine.

If the PC's arrive early: the foresters have sufficient warning to deploy warriors around the perimeter and ambush the monsters. Group 1 is

considered the first part of the advance force that comes across the PCs position, Group 2 is the second wave, and Group 3 will retreat (if the PCs want them, they'll have to pursue them). Allow PCs to make Hide checks in order to properly ambush the first group.

Creatures:

Group 1:

Orcs (4): CR 1; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [[+3 hide, +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: Hide armor, large wooden shield, battleaxe.

Gnolls (2): 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.

Wolves (2): CR 1; Medium Animal; HD 1d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [[+2 Dex, +2 natural]]; Atk +3 melee (1d6+1, bite); SQ Trip, Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1; Weapon Finesse (bite).

Group 2 (EPL 4):

Worgs (4): CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 [touch 12, flat-footed 12] [[+2 Dex, +2 natural]]; Atk +7 melee (1d6+4, bite); SQ Trip, Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Alertness.

Orc, Brb2: CR 2; Medium Humanoid; HD 2d12+4; hp 23; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +5 armor, +2 shield];

Atk +7 melee (1d6+4/critx4, heavy pick); SQ Darkvision; AL CE; SV Fort +5, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +0, Intuit Direction +2, Jump -1, Listen +5, Wilderness Lore +5; Power Attack.

Possessions: masterwork heavy pick, breastplate, large wooden shield, *potion of cure moderate wounds*.

Orcs (8): as above

Gnolls (4): as above

Main Group (EPL 6):

Atkurn Bloodfist, male human Clr7: CR 7; Medium Humanoid; HD 7d8+35; hp 77; Init +4; Spd 20 ft.; AC 21 (touch 10, flat-footed 21) [+9 armor, +2 shield]; Atk +10 melee (1d8+4, +1 flail); AL LE; SV Fort +10, Ref +4, Will +9; Str 16, Dex 10, Con 17 (20), Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +12, Knowledge (arcana) +3, Knowledge (religion) +9, Scry +11; Empower Spell, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (Flail), Power Attack, Weapon Focus (Flail).

Spells Prepared (6/5/4/3/2, base DC = 14 + spell level): 0—*create water, cure minor wounds (x2), detect magic (x2), mending*; 1st—*inflict light wounds**, *bane, bless, divine favor (x2), shield of faith*; 2nd—*spiritual weapon**, *bull's strength, death knell, endurance, sound burst*; 3rd—*magic vestment**, *cure serious wounds, prayer, searing light*; 4th—*inflict critical wounds, *cure critical wounds, summon monster IV*.

Possessions: +1 *light flail*, (+2) masterwork half-plate, large steel shield, *helm of comprehending languages and reading magic*.

Gnoll Adp6: CR 6; HD 2d8 (gnoll) + 6d6 (Adp) + 16; hp 53; Init +0; Spd 20 ft.; AC 14 (touch 10, Flat-footed 14) [[+3 armor, +1 natural]]; Atk +6 melee (1d8+3, morningstar) or +4 ranged (1d10/19-20, heavy crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +2, Will +6; Str 15, Dex 11, Con 14, Int 11, Wis 13, Cha 9.

Skills and Feats: Concentration +10, Heal +9; Power Attack, Cleave, Sunder.

Possessions: hide armor, morningstar, heavy crossbow, quiver w/ 6 bolts.

Spells Prepared (3/3/1; base DC = 11 + spell level): 0—[none]; 1st—[*obscuring mist*]; 2nd—[none].

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.

Orcs (12): as above

Gnolls (8): as above.

Fiendish Dire Ape (only if summoned by Atkurn): CR 5; Large Animal; HD 5d8+10; hp 32, Init +2; Spd 30 ft., Climb 15 ft.; AC 15 (touch 11, flat-footed 13) [-1 size, +2 Dex, +4 natural]; Atk +8/+8 melee (1d6+6, 2 claws) and +3 melee (1d8+3, bite); 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12, Smite Good; SQ Scent, Darkvision, Cold/Fire resistance 10, SR 10, DR 5/+1; AL LE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +14, Move Silently +9, Spot +9.

Rend (Ex): A dire ape that hits with both claw attacks automatically deals an additional 2d6+12 points of damage by tearing the target's flesh.

Smite Good (Su): Once per day, the ape can make a normal attack to deal an additional +5 damage against a good foe.

Treasure:

Group1: Loot (15 gp)

Group2: Loot (50 gp), masterwork heavy pick (30 gp), *potion of cure moderate wounds* (30 gp).

Group3: Loot (60 gp), masterwork half-plate (75 gp), +1 *light flail* (230 gp), *helm of comprehending languages and reading magic* (260 gp).

Development:

In order to save the refuge and the wounded within, the PCs must arrive early and drive off the first two groups.

Your help has saved many of our lives. The orc and gnoll armies have been scattered once again. With luck, we will have time to relocate this refuge and recover some of our strength before any future attacks. Send this message to your leaders, heroes of Ratik, that we of the Loftwood Foresters offer our services as an ally of Ratik should the need arise.

In any other instance, the PCs are too late to save the majority of the foresters.

Although we are grateful for your help, we have suffered tremendous losses. Send word to your archbaroness that we are desperate, and seek any aid or protection that Ratik can provide us.

Encounter Four

Greywind Axehand will attack the party in order to take their scalps and treasure.

If he has been leading the party from the beginning, he will lead them into a narrow ravine where he has built a trap. He will walk past the tripwire, allowing the next PC in the marching order to set it off. Then he attacks.

If they have had their own tracker, then Greywind has simply been tracking orcs and gnolls for several weeks, observed what took place during the battle, and will ambush the PCs as they are nearing the Loftwood border. He calls out for help in order to lure the PCs to his trap, then he attacks from hiding.

Swinging Poison-Spiked Branch Trap: CR 2; +8 melee (1d6+1/critx3) plus Spider Poison (1d4 Str/1d6 Str); Fort save resists (DC 14); Search (DC 18); Disable Device (DC 15).

Conclusion

You emerge from the Loftwood and see Fort Bredivan as dusk approaches. The fires outside the walls have never looked more welcome. Entering the ale tent that has been used by scalphunters for the past month as a staging ground, you see that it is mostly empty. The bounty on scalps was once a promise of easy reward for the slaying of a few evil monsters. But of late, the number of hunters has dwindled. Some gave up the hunting when the monsters retreated further into the woods. Others ventured further in never to return.

One of the few people here is the treasurer for House Bredivan who has been the scalp collector and payer of bounties since this tent was established. He looks tired and haggard as you approach him. As you approach, he says "If you are here to collect a bounty, I do not have sufficient gold with me. If you would follow me to the fortress we can settle your debt there."

Jagib: male human Exp1.

Within the walls of the fortress, the construction activity is winding down as the last of the sunlight disappears. Lord Krevik Bredivan himself is directing much of the activity, as militia and craftsmen alike finish this days labor. Jagib, the treasurer, leaves your group and approaches Lord Bredivan hesitantly, trying to gain his attention. Finally Lord Bredivan turns to the man and begins to chastise him. Although Jagib attempts to keep his voice down, you hear him explain that there is no longer enough money in the Bredivan Household's treasury to pay any more bounties. Lord Bredivan looks shocked, then saddened at the words. Finally he approaches your group.

"For nearly six years I have defended the Loftwood border with no help from the Ratik army. Our lumber production has been almost completely stopped because of attacks by gnoll raiders, and my subjects have been unable to earn coin either for themselves or my freehold. For these past two years I have used my personal fortune to sustain the people who live here, while constructing a fort to protect the logging camps against the creatures of Loftwood. And now I find myself without the gold to pay your bounty. But, I will honor my debt to you. Here, take this." Lord Bredivan takes a gold ring from his finger and offers it from his palm. "My grandfather won it in battle against a high cleric of Hextor, and it was passed on to me from my own father. This will more than cover the bounty for your scalps."

Development:

If the PCs take the ring, then they immediately lose any Influence Points with House Bredivan that they have previously earned. If they refuse payment for the scalps, then they gain an Influence Point with House Bredivan. **The End**

Experience Point Summary

Introduction

Defeat the monsters
APL2 50 xp; APL4 90 xp; APL6 125 xp;

Encounter Three

Defeat monsters
Group1: 90
Group2: 130
Group3: 200

Encounter Four

Defeat Axehand
APL2 60 xp; APL4 90 xp; APL6 100 xp

Story Award

Refuse Payment for the Bounties
EPL2 25 xp; EPL4 25 xp; EPL6 25 xp;

Total possible experience:

EPL2 225 xp; EPL4 335 xp; EPL6 450 xp;

Treasure Summary

Introduction

EPL2: Loot (20 gp), masterwork battle axe (30 gp)
EPL4: Loot (20 gp), masterwork battle axe (30 gp)
EPL6: Loot (20 gp), Coin (30 gp), masterwork battle axe (30 gp)

Encounter Three

Group1: Loot (15 gp)
Group2: Loot (50 gp), masterwork heavy pick (30 gp), *potion of cure moderate wounds* (30 gp).
Group3: Loot (60 gp), masterwork half-plate (75 gp), *+1 light flail* (230 gp), *helm of comprehending languages and reading magic* (260 gp).

Encounter Four

EPL2: masterwork battleaxe (30 gp),
masterwork studded leather (16 gp)
EPL4: masterwork battleaxe (30 gp),
masterwork studded leather (16 gp)
EPL6: masterwork battleaxe (30 gp),
masterwork studded leather (16 gp)

Adventure Maximums

EPL2-111 gp; EPL4-221 gp; EPL6-400 gp;

Special

Influence Point with House Bredivan.

Appendix 1: NPCs

EL2:

Greywind Axehand, male human Rgr3: CR 3; Medium Humanoid; HD 3d10+6; hp 26; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Atk +7 melee (1d8+3/critx3, battleaxe) or +5/+4 melee (1d8+2/critx3, battleaxe; 1d6+1/critx3, handaxe) or +5 ranged (1d8/critx3, longbow); SQ Rgr Species Enemy (Humans +1); AL NE; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Craft (Trapmaking) +6, Handle Animal +2, Heal +6, Hide +8, Listen +10, Move Silently +8, Spot +10, Wilderness Lore +8; Alertness, Track, Weapon Focus (battleaxe), Weapon Focus (handaxe).

Possessions: masterwork battleaxe, handaxe, longbow, masterwork studded leather, 20 arrows.

EL4:

Greywind Axehand, male human Rgr5/Rog1: CR 6; Medium Humanoid; HD 5d10+10 (Rgr) + 1d6+2 (Rog); hp 43; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 armor]; Atk +9 (1d8+3/critx3, battleaxe) or +7/+6 (1d8+2/critx3, battleaxe; 1d6+1/critx3, handaxe) or +8 ranged (1d8/critx3, longbow); SQ Rgr Species Enemy (Humans +2, Elves +1), Rog Sneak Attack +1d6; AL NE; SV Fort +6, Ref +6, Will +3; Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Craft (Trapmaking) +7, Handle Animal +4, Heal +7, Hide +11, Listen +12, Move Silently +11, Search +6, Spot +12, Tumble +10, Wilderness Lore +10; Alertness, Quick Draw, Track, Weapon Focus (battleaxe), Weapon Focus (handaxe).

Possessions: masterwork battleaxe, handaxe, longbow, masterwork studded leather, 20 arrows.

Spells Prepared (1): 1st—*resist elements*.

EL6:

Greywind Axehand, male human Rgr7/Rog1: CR 8; Medium Humanoid; HD 7d10+21 (Rgr) + 1d6+3 (Rog); hp 71; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 armor]; Atk +11 melee (1d8+3/critx3, battleaxe) or +9/+8 (1d8+2/critx3, battleaxe; 1d6+1/critx3, handaxe) or +10 ranged (1d8/critx3, longbow); SQ Rgr Species Enemy (Humans +2, Elves +1), Rog Sneak Attack +1d6; AL NE; SV Fort +8, Ref +7, Will +4; Str 14, Dex 16, Con 16, Int 14, Wis 14, Cha 10.

Skills and Feats: Craft (Trapmaking) +7, Handle Animal +5, Heal +9, Hide +13, Listen +14, Move Silently +13, Search +7, Spot +14, Tumble +10, Wilderness Lore +12; Alertness, Quick Draw, Track, Weapon Focus (battleaxe), Weapon Focus (handaxe).

Possessions: masterwork battleaxe, handaxe, longbow, masterwork studded leather, 20 arrows.

Spells Prepared (2): 1st—*entangle* (DC 13), *resist elements*.