

# ANIME 5E

4TH LEVEL SURVIVAL ADVENTURE SCENARIO

## *Aggro Hell Hounds*

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### **Special Thanks**

To all the amazing Anime 5E Kickstarter backers who contributed to the campaign and unlocked this scenario as a stretch goal



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## Overview

Perhaps stealing that gorgeous six-inch emerald from the sorcerer's keep wasn't such a good idea. But a job was a job, and it paid well enough. But how were you to know that the consequences would be so dire?

You have been running for days trying to escape that bloody hell hound pack to no avail. They are incredible trackers! You're tired and hungry, and earlier today you used up your last swiftrunning potions. Your horses died of exhaustion several days ago. When you spy a small military outpost in the clearing up ahead, you visit there to seek aid. Frustratingly, the camp shows sign of a recent struggle and is empty of living beings except goats and chickens.

You estimate you have approximately one day before the hell hound pack arrives. Continuing to run makes little sense. Perhaps making a stand here is your best option.

### SCENARIO SCOPE

This brief horror invasion scenario is intended to challenge the players both strategically and tactically. This scenario is loosely described rather than explicitly scripted; it requires creativity from the DM to establish the setting and plot details. The entire scenario should take 4-6 hours to complete.

### Characters

Aggro Hell Hounds is suitable for up to six 4th-Level characters that are created from 83-90 Discretionary Points, as the DM prefers. Players may select any Races and Classes from Anime 5E, though the DM may wish to prohibit Races with flight abilities (Asrai, Fairy, Half-Dragon) to keep the scenario grounded. With DM permission, those from the PHB and other Fifth Edition titles may also be available.

## The Outpost

The outpost garrisoned a squad of 30 human soldiers until recently. Two days ago, a small tribe of trolls from the nearby hills (two miles away) stormed in during the night and captured all the soldiers for food. They dragged the soldiers (some unconscious, some dead) back to their lair as food. The details regarding this struggle and capture shouldn't be too difficult to ascertain for perceptive characters.

### Physical Structures

The outpost is in a flat clearing, providing an unobstructed half-mile view of the surrounding area. It is protected by a 10-foot-high wooden palisade that's in decent condition and a small eight-foot-wide moat. There are two exits from the outpost – both with destroyed doors – that lead onto the dirt road that runs through the area.

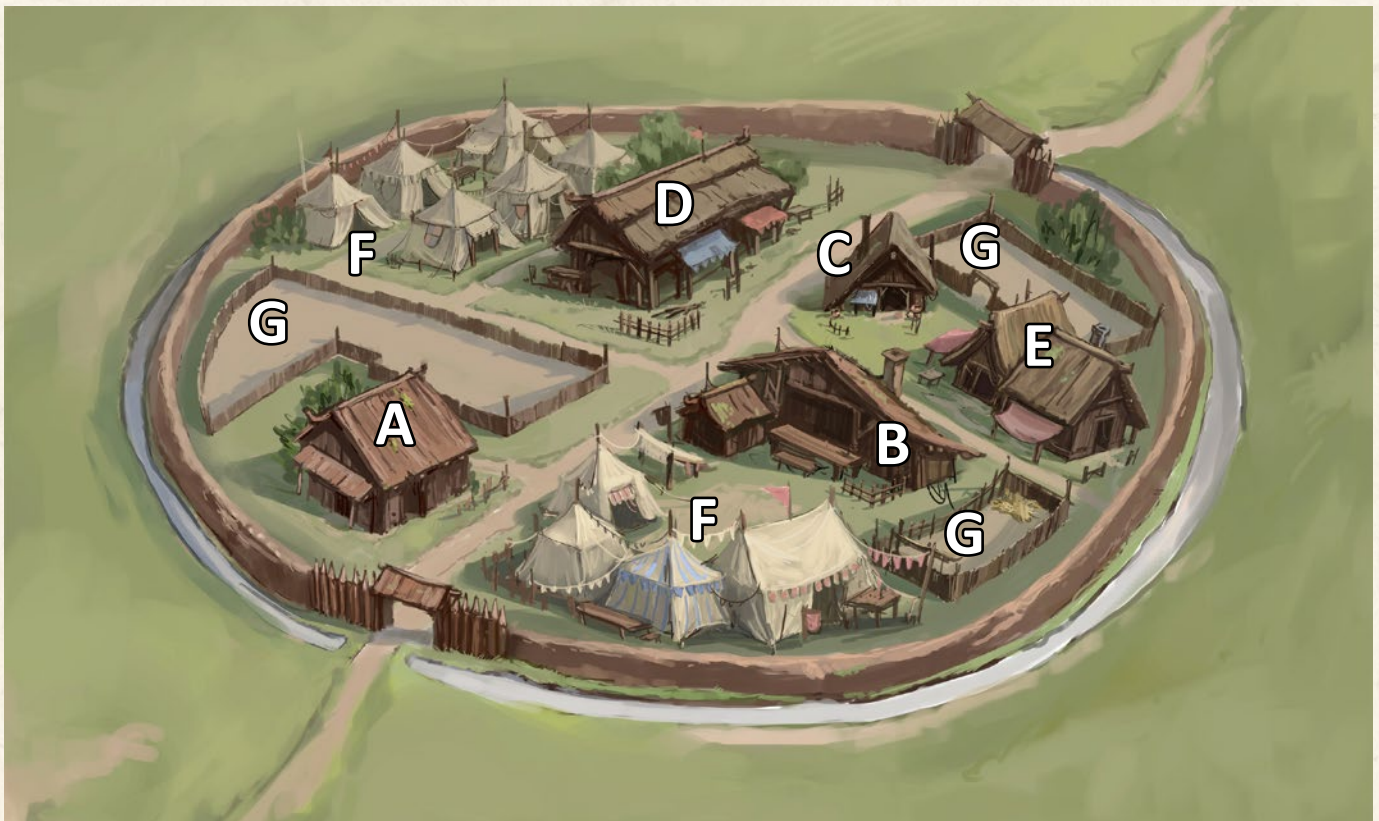
Structures inside the outpost include:

- » A: Stable for horses and goats
- » B: Smithy for repairing armour and weapons
- » C: Kitchen
- » D: Eating and common area
- » E: Food and materials storage
- » F: Tents for sleeping and meetings
- » G: Animal pens (now goats and chickens)

### Available Materials

DMs are encouraged to give the party characters reasonable allowances regarding available materials inside the outpost. This can include:

- » A decent quantity of weapons, armour, and ammo
- » Equipment for cooking, repair, and construction
- » Raw materials like wood and metals
- » Animal, vegetable, and grain foodstuffs (plus a water well)



# The Hell Hounds

The hell hounds (A5E page 221) pursuing the characters are have been summoned by the very angry sorcerer, Jalaena, after the characters stole a prized emerald from her. They have been tasked with two jobs: first, kill the thieves; second, bring back the emerald. The number of hell hounds can vary: 2-3 for each character if they are less experienced role-players, or 4-6 for each character if the players are seasoned veterans. Although they have a Challenge Rating of 3, the characters certainly hold a significant defensive advantage in the outpost.

Although hell hounds cannot speak, they do understand the Infernal language if any of the character speak it. Though not on the same scale as humanoids, hell hounds are intelligent beasts who will use their strengths to complete their assigned mission. Potential aspects to note:

- » Hell hounds aren't stupid enough to let the characters take shots at them repeatedly as they just walk around growling in frustration. They know how to take cover.
- » There's a lot of wood and cloth in the outpost, and hell hounds breath fire. The palisade is made of wood, too.
- » Although the hell hounds cannot leap the tall palisade, they are quite strong. The entrances currently have no doors, though, and any hastily constructed replacements won't have the same durability as the palisade walls.
- » Could several hell hounds could work together to down a small tree and drag it to the outpost to form a ramp over the palisades? Maybe....
- » Can hell hounds climb atop each other to reach greater heights? Maybe....

# The Trolls

One potential interesting avenue the characters may explore involves the trolls (A5E page 223) that raided the outpost a day earlier. As CR 6 monsters, a tribe of trolls is too much of a threat for the characters to overcome – but they could potentially serve as allies or distractions against the hell hounds. Trolls naturally dislike the fire-based attacks of hell hounds since it disrupts their regeneration, but they also won't take kindly to a pack of these beasts invading their territory either.

The characters may or may not pursue this scenario angle, but the DM should be prepared either way. Some considerations to ponder concerning the trolls:

- » Trolls only speak Giant, and not Common.
- » There would have been up to a dozen trolls invading the outpost, but not all of them need to be in their lair when the characters investigate if that number is too many.
- » A handful of soldiers remain alive and bound by the trolls – fresh meat for a later kill. Though injured, they may provide some support to the characters if freed.
- » Trolls are Large and can scale the palisade with ease.
- » With a clever plan, it may be possible to negotiate with the trolls for their assistance against the hell hounds.
- » A detailed NPC troll vs. hell hound battle would be boring to watch; if the two monster groups battle, it should largely be a narrative backdrop to the characters' actions.
- » Might there be any instances when one or two trolls and a few of the hell hounds actually work together against the characters? Maybe....

# Possible Outcomes

There are numerous paths the players can pursue in their goal for survival, though not all are equally easy to accomplish:

- » Kill or incapacitate all the hell hounds so they can finally make their escape.
- » Somehow rescue the living soldiers from the trolls.
- » Pit the hell hounds and trolls against each other, before sweeping in and defeating the wounded victors.
- » Use the emerald as leverage to somehow negotiate for their safety. Completing half the mission may be worthwhile for the hell hounds in the right circumstances.
- » Find a way through the scenario without a fight-to-the-death solution. This may be the most unlikely path, but player characters can be extremely resourceful. This could involve enduring a prolonged siege (days, weeks, or months) and waiting for reinforcements to arrive. The movement of adventure time can accordion as necessary.

## Reward from the Scenario

Characters can of course gain XP from battle, though the DM can also award separate XP for succeeding at their survival task (A5E page 181). Merely surviving could be considered a minor challenge, while doing with creative ideas could be a moderate to major challenge.

### HELL HOUND

<b>SIZE</b>	Medium	<b>ARMOUR CLASS</b>	15
<b>SPEED</b>	60'	<b>HIT POINTS</b>	45 (7d8+14) [28]
<b>CR</b>	3	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	700	<b>TOTAL POINTS</b>	122

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
2	2	Edge ( <i>Pack Tactics</i> – Attack rolls when allies nearby)
1	1	Features (Darkvision 60')
1	1	Fast (x2 speed; 60 feet/round)
2	2	Heightened Senses ( <i>Keen Hearing and Smell</i> )
3	9	Immunity (Fire)
–	–	Language (Infernal)
1	1	Skill Proficiency (Perception)
5	5	Weapon: Bite (1d8+3 piercing +2d6 fire damage)
9	9	Weapon: Fire Breath (6d6 fire damage; Range : 10 feet -1; Spreading: 5 targets -4; Charges: 6 times/day +1; Save +4 [Dexterity vs DC 12])

RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Paws only)
2	-6	Impaired Speech (No language)
<b>22</b>	<b>+ 32 Base + 68 Abilities = 122 POINTS</b>	



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