

LURU1-4

PREY FOR THE NIGHT

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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The Eastern Glimmerwood is avoided by all but the most foolhardy with good reason. For here, in the lands of the People of the Black Blood, the civilized races are not the hunter; here they are nothing but prey. A *Living Forgotten Realms* adventure set in Luruar for characters levels 7-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, 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.

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This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Eastern Glimmerwood (sometimes still called the Moonwood by locals) is dominated by pines, shadowtops, and duskwoods. Though fey and woodcutters inhabit the southern fringe of this expanse, most of the trees are the acknowledged territory of the skin-changers, the People of the Black Blood. These

lycanthrope tribes worship Malar, evil exarch of beasts. They raid nearby communities, kidnapping prominent members of communities as far away as Silvermoon for their bestial rituals.

Such is the case with 10-year-old Oliff Surehand and his companions; Bree Deloric, Reinoldo Glasgo, Elarion Castle and Jarkin Timor. Oliff and his friends are all children of well-to-do merchants. While on a harmless picnic with his friends and servants, Oliff's retinue was attacked by People of the Black Blood. The servants were slain and Oliff and the others were kidnapped to perform in one of the skinchangers's rituals known as the High Hunt.

The merchants were distraught over the kidnappings and pooled their resources to find out what happened. They were successful in locating the children's captors, but they were too well guarded and the odds of some of them dying in a rescue attempt were too high. Instead they decided to pay a ransom to the People of the Black Blood. They knew there was only a small chance of this working, but if they hired adventurer's to deliver the ransom, the resourceful adventurers might find other means of rescuing them if possible. Darvin Surehand, Oliff's father, was chosen to find adventurers to do this as he has worked with some in the past.

Unbeknownst to the merchants is that this is exactly what the Malarites wanted. They expected the kidnapping of rich merchant children would result in the hiring of adventurers that they could then use to increase the honor of the high hunt.

PLAYER'S INTRODUCTION

The adventure begins for the PCs when they receive a letter inviting them to Baldiver's Inn in Sundabar for a potentially lucrative mission. Darvin Surehand sends the letter. Any PC whose has the story award, LURU4 Friend of Darvin Surehand from LURU1-2 receives a personal invitation (see Darvin's Personal Invitation in Handout 1) along with some other possible benefits. All others receive a more general one (see Darvin's General Invitation in Handout 2).

Passing over the wide bridge that stretches over the icy moat separating Sundabar's outer wall from its inner one, it is easy to see how this fortified city has been able to repel incursions from both the orc hordes of the north and the Netherise shades to the east. Signs of a strong military presence are everywhere as uniformed humans and dwarves seem to be constantly on patrol. Even the nature of its cobblestone streets, with their stone houses with narrow windows and stout, ironbound doors

makes it all too clear that even a common tradesman's house can be turned into a fortress in very short order.

Perhaps it should be no surprise then that the famed Baldiver's Inn you were directed to looks more like a castle keep than an inn. Still, the sounds of revelry and smell of succulent foods coming from the open door are much like those of any other inn in Faerun.

Allow the PCs to introduce themselves and role-play if they so desire. When the time is right, proceed to Encounter 1.

DM'S INTRODUCTION

This adventure starts in Baldiver's Inn, and then rapidly progresses to the Eastern Glimmerwood north of Sundabar.

The PCs are recruited by Darvin Surehand to deliver a ransom offer and negotiate for the kidnapped children's release. In reality, he realizes this is unlikely to work and hopes the PCs might find another way. The PCs may know Darvin, having saved his life in *LURU1-2 The Gibbous Moon*. If, perchance, the PCs failed to save Darvin in *LURU1-2* any generic merchant can replace him.

The PCs attempt to negotiate with the People of the Black Blood to release Oliff and his friends, but the lycanthropes settle for only one thing. They will release their captives only if the PCs agree to take their place in the High Hunt.

At this point the PCs are given three choices, each of which leads them on a different track of this adventure.

Track 1: The PCs agree to participate in the High Hunt. In this case, they start the High Hunt stripped of all their equipment. The encounters are modified to reflect their decreased combat effectiveness, however they still receive the same experience award of the more difficult creatures as the challenge is greater.

The PCs are told that their equipment has been taken to a cabin miles from the starting location. All they have to do is survive till dawn. Regardless of whether they head to the cabin or not, the PCs have a series of 5 encounters, the order of which is determined by their choices as they travel. They encounter three areas that can be used to help arm them and elude pursuers, and two areas with combat encounters. The two combats consist of an encounter with a greater owlbear where they can find equipment to help them with their mission, and with one of their pursuers, the werewolf chief's son.

Between each of these encounters, the PCs are given an opportunity to 'hustle.' Hustling improves the

PCs' situation in future encounters but can come at a price.

After these five encounters the PCs reach the cabin in a bizarre landscape remnant of the Spellplague. At the cabin, they have a final encounter with their pursuers.

Track 2: The PCs do not agree to participate in the High Hunt and instead attempt to rescue the children using stealth or brute force. This is a risky choice as it endangers the children during a difficult battle. Once the battle is over, more People of the Black Blood pursue the PCs through the Glimmerwood, taking them through the five encounters described in Track 1. At the end, they escape the woods with the surviving children.

Track 3: The PCs successfully negotiate with the People of the Black Blood over the terms of the High Hunt. In this track, the PCs get to keep all of their equipment. But instead of releasing the children immediately, the shapechangers hold them at the cabin the PCs are heading to, and the PCs are told the children will be executed if they fail to rescue them by dawn.

Important Note: Track 1 is the main track of this adventure. The other two tracks are included for other options and player choices. While requiring the PCs to adventure without their equipment challenges their wits, creates an atmosphere of fear and urgency, and greatly adds to the flavor of this adventure, some players dislike this type of play. Prior to the end of Encounter 2, the DM should determine if the players are likely to enjoy an adventure that challenges them by temporarily stripping them of their equipment. IF THE DM DETERMINES THE PLAYERS WOULD NOT ENJOY PLAYING AN ADVENTURE WITHOUT THEIR EQUIPMENT, DO NOT USE TRACK 1. Replace it with Track 3 instead.

Appendix 1 of this adventure contains tools for aiding the DM in keeping track of the variables of this adventure.

ENCOUNTER 1: RECRUITMENT

SETUP

Darvin Surehand, male human merchant

Allow the PCs to enter the inn and be seated by one of its many serving wenches. Both the service girls and the bartenders casually ask if they have any particular business here or are just visiting. If they explain their business, word gets to Darvin Surehand of their arrival quickly. Otherwise he doesn't show up for over an hour.

As you soak in the revelry, entertainment and refreshments of Baldiver's sprawling fortified inn, a tall man with brown hair approaches your table. He is smartly dressed and confident in his appearance.

The man is Darvin Surehand, a traveling merchant. Darvin's son, Oliff, and the children of several other merchants were kidnapped and he is seeking adventurers to get them back.

Darvin is normally very confident and professional in his dealings, but the recent events have made him less sure of himself than usual. He is proud, but not arrogant and has concerns for the well-being of the PCs, though obviously his concern for his son outweighs those at the moment.

If the PCs have the story award LURU4 Friend of Darvin Surehand from LURU1-2, then they know Darvin and recognize him on sight. Darvin is very grateful to find adventurers who have helped him before and is very friendly towards those PCs.

Darvin has the following information to share:

- Oliff, his 10-year-old son, and 4 of his friends had gone out north of the city 8 days ago to have a picnic. When they didn't return by nightfall, Darvin and the other children's parents went looking for them. They found a blood spattered picnic sight with the two servants that had been sent with the children torn limb from limb. But there was no sign or remains of the children.
- The merchants pooled their resources to find out what happened and discovered the children were kidnapped by a group of Malar worshippers known as the People of the Black Blood.
- Scouts were sent to verify this and rescue the children, but the children were too well guarded and it was determined the likelihood of one or more of the children dying in a rescue attempt was too high to risk.

- The merchants have gathered together a ransom they hope the kidnappers will accept. The ransom is 750 / 1,000 gp, but Darvin is reluctant to tell the PCs the exact amount.
- The merchants fear even the ransom they have gathered may not be enough to free their children. Thus they are seeking adventurers to deliver the ransom in hopes that if that fails, they may find some other way to free the children.
- The merchants have made arrangements to meet with the kidnappers at their camp in the Eastern Glimmerwood. The Malarites have agreed to allow the negotiators safe passage.
- Darvin has a map to the camp. The location is about 140 miles north of Sundabar. Darvin can provide mounts. The trip by horse takes approximately 3 days.
- If asked, Darvin relates that the full moon is in about 3 days.
- Malar is an exarch of Silvanus, and he is associated with hunt, evil lycanthropes, blood lust and bestial savagery.

Darvin uses every method he can think of to convince the PCs to accept the mission. This includes offering each of them as much as 80 / 120 gp a piece. He also suggests there may be additional rewards if the PCs can succeed in rescuing all the children. The PCs can accomplish this mission however they see best, but the safety of the children is the highest priority.

The PCs can learn additional information with some successful skill checks.

History (DC 15): The People of the Black Blood are a group of lycanthropes who worship the beastlord Malar. They commonly kidnap humans to perform bloody rituals to honor their god. There is no history of them turning over captives for money. It is odd they would even be willing to negotiate.

Nature (DC 15): All lycanthropes can regenerate. This regeneration can be temporarily stop by the use of silver weapons.

Religion (DC 15): Malar's worshippers are concerned with savage hunts, spreading lycanthropy and a general contempt for civilization. Worshippers of Malar seldom have a great concern for money.

ENDING THE ENCOUNTER

If the PCs accept the mission go on to Encounter 2. Otherwise the adventure is over for them.

TREASURE

If the PC have the “Friend of Darvin Surehand” story award, Darvin gladly gives them 80 / 120 gp each up front. If they do not, they will have to negotiate with him for it (DM’s discretion), but he will not give them more than half the money up front. The PCs have some time to purchase goods in town, including silvered weapons.

ENCOUNTER 2: NEGOTIATIONS

ENCOUNTER LEVEL 10 / 12 (2,300 / 3,300 XP)

SETUP

Non-combat encounter or this encounter includes the following creatures:

2 werewolves (W)

2 werewolf blood claws (gnoll claw fighter)(B)

1 Black Tongue, werewolf stormcaller (S)

1 One Fang, werewolf battle champion (O)

5 merchant children (C)

The ride to the rendezvous takes approximately 3 days by horse.

The trip from Sundabar has taken several days. As you traveled north the land became more wild and untamed. The last vestiges of civilization disappeared as you entered the Eastern Glimmerwood, leaving behind the few scattered woodcutter villages that marked the border.

The shadowtops, pines and duskwoods of the Moonwood grew thicker, cutting out much of the sun's light and warmth. Fleeting shapes trailed you from the shadows as you approached your rendezvous with the People of the Black Blood.

Bestial howls from unseen creatures all about you signal your arrival at the camp. A great creature, half-man, half-wolf, with a broken left fang stands at the steps of an ancient stone structure. He snarls a greeting.

This group of People of the Black Blood is led by a werewolf battle champion named One Fang. He is the lieutenant of this tribe's chief, Bloodclaw. He conducts all negotiations. The DM should use the following points when conducting the negotiations:

- The skinchangers captured the children to perform in the High Hunt, a ritual conducted by worshippers of Malar once a season. Normally the hunt only involves one individual, but this particular hunt is especially auspicious, so the lycanthropes decided to increase the difficulty of the High Hunt by increasing the number of prey in it.
- They hoped that by capturing the children of wealthy merchants, they could lure adventurers into the hunt instead. In fact, if the PCs have LURU4 story award, they specifically kidnapped

Oliff in hopes Darwin would call upon the heroes that proved their worth foiling the followers of Asmodeous. Such skilled adventurers would make for a truly worthy High Hunt.

- One Fang is impolite and condescending, feeling all other creatures are beneath those of his kind. He does, however, honor the safe passage he agreed to for the negotiators.
- One Fang has absolutely no interest in trading the children for any material wealth. The honor of the High Hunt is all that matters. The only reason he agreed to the negotiations is he realized the merchants weren't brave enough to negotiate themselves and would send adventurers.
- One Fang's plan is to convince the adventurers to trade places with the children for the High Hunt. By increasing the skill of the prey for the Hunt, One Fang hopes to increase the honor bestowed on his people by Malar.
- One Fang will release the children only if the PCs agree to take their place in the High Hunt.
- The children are always under heavy guard and it should be made obvious that any rescue attempt is very likely to result in at least some of them dying.

The rules of the High Hunt are as follows:

- The Hunt begins that very night.
- The prey is not allowed to start the High Hunt with weapons, equipment or mounts. They are allowed only simple breeches, boots and a tunic. However, what they find after the Hunt starts is perfectly legal.
- The prey is given one hour head start before the hunters can begin their pursuit.
- The High Hunt lasts from moonrise to sunrise, approximately 8 hours.
- If the prey can survive till dawn, they are free to go with honor. How they accomplish this is up to them.
- The PCs' equipment is placed in an isolated cabin whose location can be seen from a great distance. If the PCs can reach this cabin, they are free to use their own equipment. Regardless of whether or not they reach it, their equipment is returned to them if they survive the Hunt.
- The children are released after the end of the Hunt, regardless of the success of the PCs, as long as they put up an honorable struggle.
- Despite their vicious nature, as long as the PCs honor their end of the deal, the People of the Black Blood honor theirs.

After making the offer, the PCs are free to accept it or turn it down and try to find some other method of rescuing the children. Their choices are covered under the following three tracks:

Track 1: The safest choice for the captives is for the PCs to accept One Fang's offer to trade places with the children. If they choose to do so, this is a role-play encounter only. Proceed to Encounter 3 using Track 1.

Track 2: Use this track if the PCs choose not to participate in the High Hunt, but instead attempt a different method of rescuing the children. What they decide to do is entirely up to them and the DM should do his/her best to accommodate whatever plan they come up with. Information is given in this section to help the DM accomplish this.

A map of the Werewolves' camp is provided at the end of this encounter section, along with the usual notes for running the encounter. Use the statistics for the creatures in Encounter 9 for creatures in the camp. Encounter 9 is not part of this Track.

Track 3: It is also possible for the PCs to attempt to negotiate with One Fang to take the children's place but allow the PCs to keep their equipment. To do this requires a successful DC 20 Diplomacy or Intimidate check to convince them it is more challenging to face a fully equipped prey and thus a greater honor to Malar.

If One Fang agrees to allow them to keep their equipment he does, however, change the rules slightly. Since the PCs no longer have motivation to reach the cabin without it containing their equipment he places the kidnapped children there instead with the warning that if the PCs do not rescue them by dawn, they will all be killed.

As previously noted, if the DM feels the players would not enjoy this adventure without the use of their equipment, Track 3 becomes the automatic default regardless of the results of the Diplomacy or Intimidate check. Do not use Track 1.

If the PCs choose Track 3, this encounter is a role-play encounter only. Proceed to Encounter 3 using Track 3.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The Moonwood is never a bright place but it is a full moon that night. If this encounter takes place at night the illumination is dim. Otherwise it is normal daylight with plenty of shadows.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Rocks: Squares with large rocks count as difficult terrain, costing 2 squares of movement. They provide cover to prone creatures.

Pond: The pond is relatively shallow. All pond squares count as difficult terrain, costing 2 squares of movement.

Braziers and Campfires: The braziers and campfires are hazardous terrain. Any creature entering or starting its turn in one of these squares is attacked: +10 vs. Reflex, 1d6 + 2 fire damage.

Tents: The tents are canvas and block line of sight, but not line of effect. The tents can be entered at the opening for free, a new opening can be created by attacking the tent. This is a standard action, or the tent bottom can be lifted up. This is a move action.

Temple: The temple is made of solid stone. The ceiling is conical with wood shingles. It is open at the peak, creating a portal for celestial observations. There are no doors. The altar is waist high and provides cover. The walls require a DC 20 Athletics check to climb, while the roof only requires a DC 10.

TACTICS

The werewolves are all on high alert as they are expecting trouble from the PCs. PCs attempting to use Stealth must beat the werewolves' Perception check result rather than just their Passive Perception.

The werewolves are all in their preferred hybrid form and stay this way for the entire fight. Once combat starts, the two werewolves guarding the children begin executing them at a rate of one a round. Once they have executed all the children, they join the battle.

One Fang is both vicious and smart. He orders his pack into flanking positions in order to make use of his *battle lord tactics* ability. He has them team up on targets and focus their attacks on strikers and controllers. As long as he is still in the battle, the werewolves all fight with tactical intelligence, but once One Fang is out of the battle they use more direct, uncoordinated methods.

Black Tongue, the werewolf stormcaller, also fights intelligently, hanging back and using his area effect attacks first on the largest groupings he can get. He then follows this up with *storm bolt* directed at ranged attackers. Once forced into melee, he switches to using his bite attack.

All the werewolves fight to the death for the glory of Malar. As long as One Fang is alive, any PCs reduced to zero or fewer hit points are knocked out rather than

killed. Captured PCs are revived and forced to participate in the High Hunt as described in Track 1 & 3. If One Fang is killed, the remaining skinchangers do not hold back and attempt to kill any remaining PCs.

The children all have 1 HP, defenses of 11, Speed 6, and cannot attack. They do not act unless instructed to by the PCs.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one werewolf black blood claw.

Six PCs: Add one werewolf.

ENDING THE ENCOUNTER

If the PCs are following Track 1 or 3 proceed to Encounter 3.

If they are following Track 2, regardless of their method of rescuing the children, they are soon discovered. As soon as the encounter is over, the PCs hear the howls of many more People of the Black Blood closing in on their position. It should be obvious to them that they need to flee with the children if they have any hope of escaping the forest with their charges. Proceed to Encounter 3.

This encounter only counts for purposes of reaching a milestone if the PCs choose Track 2.

EXPERIENCE POINTS

If the PCs are following Track 1 or 3, there is no experience for this encounter. If they are following Track 2 and rescue the children, they receive 460 / 660 XP.

TREASURE

There is no treasure for this encounter.

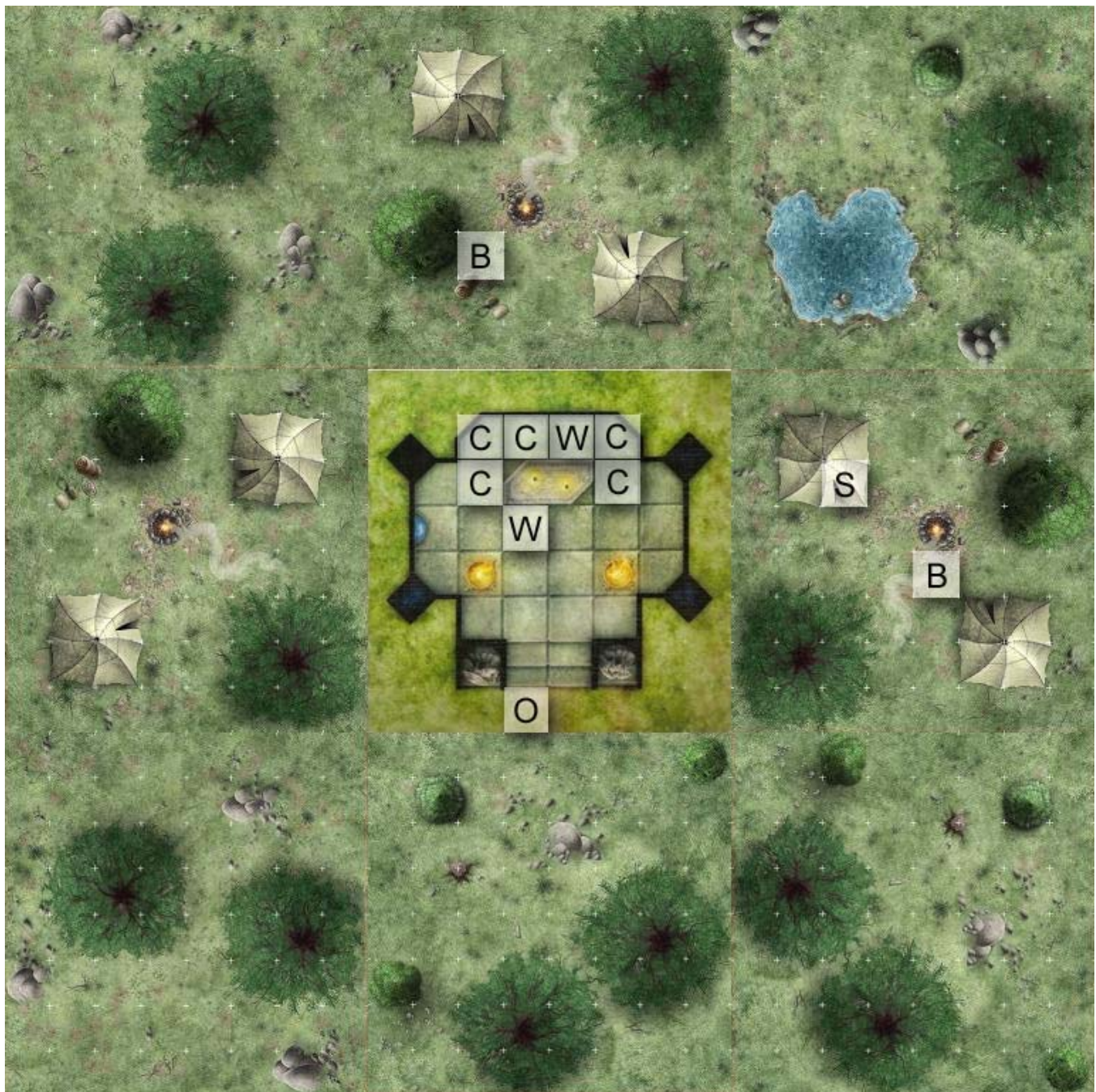
ENCOUNTER 2: NEGOTIATIONS MAP

RUINS OF THE WILD

Cabin / Field	8x8	x3
Cabin / Field w/Trees	8x8	x2
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x2

FANE OF THE FORGOTTEN GODS

Floor / Outdoor Temple	8x8	x1
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ENCOUNTER 3: READY, SET, PREY

SETUP

Use the appropriate information for the Track selected.

Track 1 & 3

You stand on a solitary bald hill as the full moon rises above the tree line, the twinkling lights known as Selûne's tears trail behind it. One Fang, the leader of the hunters, points to a distant plume of what appears to be glowing blue smoke.

"There is the cabin with your equipment (or with the children if appropriate)", he snarls. "A trail at the base of the hill leads to it but even a cub should be able to find their way through the woods if they just follow the smoke. You have an hour before we begin our hunt. There will be quarter neither given nor asked. Now go, and may Malar bless this Hunt."

Track 2

The howls and snarls of many skinchangers can be heard behind you as you race down a bald hill towards the cover of the Glimmerwood. Ahead of you is a trail leading off into the forest.

Whether you take the quick path and follow the trail, or attempt to elude your pursuers in the thick wilderness of the forest is up to you. But either way you won't have long to choose, for by choice or by fortune, the People of the Black Blood are on the hunt, and you are their prey.

General Rules

Prior to the start of the High Hunt, the PCs can attempt to steal/smuggle small items to aid them using either Thievery or Bluff (DC 19 / 20). Failure indicates they are caught, the item is confiscated and the PC loses a healing surge as the werewolves teach them a lesson for trying to cheat.

The PCs must choose either to follow the trail or enter the wilderness. Their choice affects how easy a time they have performing certain skill checks, and the order in which they take on the next 5 encounters.

If the PCs choose to follow the trail, run them through Encounters 4 - 8 in order (see Appendix 1). Due to the ease of the trail, they gain a +1 bonus on all Endurance checks to perform a hustle (see below).

If the PCs choose to enter the wilderness, run them through the next 5 encounters in the order of 6, 7, 8, 5, and 4 (see Appendix 1). Due to the greater wilderness of

the area, they gain a +2 bonus on all Nature checks to elude pursuers (see Encounter 8) and find natural weapons (see Encounters 4, 6 & 8).

It is important for both the DM and the PCs to remember they are being hunted, either as part of the High Hunt, or by the remaining pack of werewolves seeking to prevent their escape. If the PCs dawdle too long in one area, the DM should use the howls and sounds of approaching hunters to help move them on their way. Use constant reminders that they are prey in a hunt to keep them moving and the energy level high.

Hustling: Starting with Encounter 4, the PCs may choose to either move quickly (hustle) or move at a standard pace prior to each encounter. Every member of the party must hustle or the hustle fails. Hustling can improve their chances later on in the adventure, but may come at a price.

Each time the PCs reach an encounter area they can choose to search the area or take a short rest (it is highly unlikely the PCs are able to succeed in their mission if they take an extended rest). If the encounter involves combat, they are treated as choosing to search the area. The PCs may choose to both search an area and take a short rest, but if they do so, they cannot hustle before the next encounter.

Each time the party hustles, each member makes a DC 8 / 9 Endurance check. The DC increases by 1 for each consecutive hustle the party performs without taking a short rest. A PC that fails this check loses 1 healing surge due to accident or exhaustion. Regardless of success or failure of the Endurance check, the PCs still succeed in hustling to the next encounter. The effect this has on the next encounter is detailed under that encounter.

In addition, the total number of times the PCs hustle during the adventure affects their starting position for the final encounter. The DM should keep track of the total number of times the PCs have hustled during the adventure. A tracking chart can be found in Appendix 1 to aid the DM in this.

Crude Weapons: During this adventure, it is possible for the PCs to craft and/or find crude weapons, such as turning strips of their clothing into slings, a heavy piece of wood into a club, etc. The DM should encourage resourcefulness in this regard. Crude weapons function identically to normal weapons except they don't survive past this adventure due to their flimsiness.

Also note that, as per page 56 of the *Players Handbook*, an implement is not required to use abilities with the Implement keyword, and that an unarmed

attack can be used for abilities with the Weapon keyword.

Appendix 1 at the end of this adventure contains tools for keeping track of the PCs' choices and actions.

ENDING THE ENCOUNTER

After the PCs have chosen whether to take the trail or wilderness path, move on to the next appropriate encounter.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 4: THE NEXT GENERATION

SETUP

Note: Use this as the first encounter after Encounter 3 only if the PCs chose the Trail path. Start with Encounter 6 if they chose the Wilderness path.

Important NPCs:

Bounder, curious werewolf cub

Furball, dire wolf cub

If this is the first encounter after Encounter 3, i.e. the PCs chose the Trail path, and the PCs are on Track 1 or Track 3, read the following:

The thick heavy trees of the Moonwood have not made your flight through them easy, but at least the glowing blue smoke that marks your destination has made sure you would not be lost.

It has been almost an hour since you left the camp when you hear the distant sound of a hunting horn. The High Hunt has begun.

As the adventurers enter the area, read:

The dense trees of the Moonwood open up suddenly to a small, rocky meadow at the base of a hill. The meadow has apparently been cleared recently by a rockslide. Boulders, rocks and broken branches of every size are strewn about.

The clatter of rocks and some high-pitched growls draw attention to a young wolf-boy and a wolf cub playing chase across the rockslide.

The wolf-boy is a 5-year-old cub from Bloodclaw's tribe who got separated from the pack while playing. When he spots the PCs he stops playing and stares at them with curiosity, though he is also very suspicious. His name is Bounder and the cub is named Furball.

If the PCs attack Bounder, he attempts to flee but will fight if cornered. If they kill him, this infuriates the rest of the tribe and all werewolves gain a +1 bonus to damage for the remainder of this adventure.

If the PCs capture Bounder and attempt to use him as a hostage, the werewolves are not willing to negotiate. The High Hunt is more important than the life of a single, lone cub. If Bounder dies as a result of this, this infuriates the werewolves as above.

If the PCs attempt to talk to Bounder, a successful DC 14 / 15 Diplomacy check keeps him from running

away and he is willing to talk some. Bounder looks at the world simply. There are predators (The People of the Black Blood) and prey (everyone else). Predators are there to hunt and prey are there to be caught and eaten. This is a matter of fact and he does not understand why anyone would question that or even be upset with their chosen role in life.

He has the following information:

- He knows the High Hunt is going on and that it is something important, and that the tribe is going to dine on the PCs tonight as part of the celebration (there is no assumption the tribe will fail in the hunt). He wonders what the PCs will taste like.
- He is not allowed to go near the blue smoke, as that area is considered dangerous.
- The PCs should watch out for the big feathered bear because if it eats them, he won't get to find out what they taste like.
- If the PCs have something interesting to trade Bounder (DM's discretion) he has a dagger he will trade with them.
- He is more interested in playing hunt right now than in actually hunting. If the PCs won't play with him, he wanders off bored.

The PCs can also choose to search the area. If they do they can find pieces of flint that can be used to make various crude weapons in short order. Have one, and only one, PC make a single Nature check if they want to find/craft natural weapons, to determine the party's success. Other PCs may aid the chosen PC using either Nature or Perception to do so. (Note all receive a +2 bonus on this roll if they chose the wilderness path). If they hustled prior to this encounter, they have more time to search the area and the PC can make two rolls instead of one.

Consult the table below for what the adventurers find:

Roll	Result
0-7	10d6 Small stones suitable for use as sling stones
8-12	As above, plus 2d4 small pieces of flint suitable for starting fires.
13-17	As above, plus 1d4 pieces of rock & wood suitable for making crude stone warhammers.
18-22	As above, plus 1d4 wooden poles suitable for making quarterstaves.
23-27	As above, plus 1d4 pieces of sharp flint suitable for making crude stone dagger. *
28+	As above, plus 1d2 pieces of sharp flint & wood suitable for making crude stone battleaxes.

The DM should feel free to add items to this list he/she feels are appropriate.

* The crude quarterstaves and crude stone daggers can be combined to form crude stone spears.

ENDING THE ENCOUNTER

Once the PCs are done searching/resting they can move on to the next encounter. If they both searched and rested, they cannot hustle to the next encounter. The PCs can talk to Bounder while resting or searching, but any prolonged conversation counts as one of these even if the PCs don't do either. If the PCs chose the Trail path, proceed to Encounter 5. If they chose the Wilderness path, proceed to Encounter 9 (see Encounter 3 for order of encounters).

If the PCs chose Track 2 and the Wilderness path, this is the final encounter. Go directly to the Conclusion section of Encounter 9.

EXPERIENCE POINTS

Bounder and Furball do not constitute a sufficient threat to warrant the earning of experience points.

TREASURE

While the PCs may find various useful implements here, none of them are of any monetary value. They may also be able to procure a mundane dagger from Bounder.

ENCOUNTER 5: LEADER OF THE PACK

ENCOUNTER LEVEL 6 / 7 / 9 (1,500 / 2,125 XP)

SETUP

This encounter includes the following creatures.

2 dire wolves (D)

1 Blackstripe, werewolf savage berserker (B)

As the adventurers enter the area, read:

A small, but menacing looking cloud ahead of you has been threatening rain for a while. Just as the woods thin in this area, it makes good on its threat. A hard, but likely short, shower pours down on you. Ahead you can see you are coming to the edge of a cliff, but that appears to be the shortest route for continuing onward.

Suddenly, with a great snarl and crash of vegetation, several creatures come into sight. The first is an especially large and well-muscled werewolf. His fur is light gray and a dark black stripe runs down the center of his bestial face. About him stand several large wolves as tall as he is.

“Prey!” the creature snarls. “I am Blackstripe, son of the great chief Bloodclaw. Know you that your death at my fangs will be a great honor.”

Blackstripe is the son of an important tribal chief of the People of the Black Blood. He has raced ahead of the rest of the pursuing pack in order claim the prestige of first blood.

The PCs may choose to fight or flee. The only practical route to fleeing is a risky one. They must go over the cliff, where Blackstripe does not follow.

FEATURES OF THE AREA

This area has a few important features.

Setup: If the PCs hustled just prior to this encounter, they may start at PC Start Area B. If they did not hustle, they start at PC Start Area A.

Ground: The wet grass and clay-like ground here is very slippery. Creatures attempting to run or stand must succeed on a DC 11 / 13 Acrobatics check or fall prone.

Illumination: If this encounter takes place at night the illumination is dim. Otherwise it is normal daylight with plenty of shadows.

Rain: The rain causes the entire area to be lightly obscured. Creatures 6 or more squares away have total

concealment. Closer creatures have concealment, but not total concealment. Perception checks take a -5 penalty to see or spot things.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees counts as blocking terrain.

Rocks, bushes and fallen tree: Squares with large rocks, bushes or fallen trees count as difficult terrain, costing 2 squares of movement. The bushes provide cover. The rocks and tree provide cover only to prone creatures.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

Cliff: The cliff side is a shear 50-foot drop. The wall is very crumbly, making the climb DC 25. It is possible to leap to the trees below. It is a 10-foot horizontal jump, but the jumper must also fall 20 feet to reach sturdy enough branches to hold on to. Once in the tree, climbing it requires only a DC 10 Athletics check.

TACTICS

Blackstripe is very arrogant and constantly taunts the PCs by telling them in detail how he is going to ‘honor’ their remains. His attacks are vicious and usually strait forward, though he uses his dire wolf companions to gain combat advantage, and saves his action point(s) for tactically beneficial moments. He typically picks the toughest looking character to attack first. He uses his *antipathy gloves* only on PCs attempting to flee from him or otherwise keep their distance.

The dire wolves gang up on a target, usually the same one Blackstripe has chosen. If they can’t help Blackstripe directly, they try to keep his opponent’s allies at bay while Blackstripe tries to best them in single combat.

Blackstripe fights to the death. If Blackstripe is slain, any bloodied dire wolves flee the battle.

Due to his *antipathy gloves*, Blackstripe gets the following abilities:

Antipathy Gloves aura 1; an enemy must spend 1 extra square of movement to enter a square within the aura.

Antipathy Gloves (standard, daily) ♦ Item

Range 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a dire wolf.

Six PCs: Add a dire wolf.

ENDING THE ENCOUNTER

The encounter ends once Blackstripe and the dire wolves are defeated, or the PCs escape off the southern edge of the map. If they choose to rest after this encounter, they cannot hustle to the next encounter. If the PCs chose the Trail path, proceed to Encounter 6. If they chose the Wilderness path, proceed to Encounter 4 (see Encounter 3 or Appendix 1 for order of encounters).

The rainstorm ends shortly after the PCs leave this area.

EXPERIENCE POINTS

For defeating Blackstripe and his dire wolves, each PC earns 300 / 425 experience points.

TREASURE

In addition to the mundane equipment Blackstripe carries, he also carries a gold and bloodstone broach worth 30 / 40 gp per PC, a *healer's broach* +2 and a set of *antipathy gloves*.

ENCOUNTER 5: LEADER OF THE PACK STATISTICS (LOW LEVEL □ TRACK 1)

Werewolf Savage Berserker Level 8 Elite Brute (leader)		
Medium natural humanoid (shapechanger)		XP 700
Initiative +7 Senses Perception +11; low-light vision		
HP 206; Bloodied 103		
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)		
AC 20; Fortitude 24, Reflex 19, Will 18		
Immune moon frenzy (see below)		
Saving Throw +2		
Speed 6 (8 in wolf form)		
Action Points 1		
m Greatclub (standard; at-will) ♦ Weapon		
+12 vs. AC; 2d4 + 4 damage; see also <i>blood rage</i> .		
m Bite (standard; at-will) ♦ Disease		
+12 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .		
Murderous Frenzy		
The savage berserker gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.		
Savage Rebuke (Immediate reaction, when hit by a melee attack; at-will)		
The savage berserker makes a basic melee attack.		
Blood Rage		
The werewolf's melee attacks deal 4 extra damage against a bloodied target.		
Change Shape (minor; at-will) ♦ Polymorph		
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.		
Alignment Evil		Languages Common
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11		
Str 19 (+8)	Dex 16 (+7)	Wis 14 (+6)
Con 18 (+8)	Int 10 (+4)	Cha 11 (+4)
Equipment leather armor, greatclub		

Moon Frenzy		Level 8 Disease
Endurance worse DC 19 or lower, stable DC 20, improve DC 24		
* Target is cured		
* Initial Effect: Target takes -2 penalty to Will defense.		
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.		
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.		

Dire Wolf (level 7)		Level 7 Skirmisher
Large natural beast (mount)		XP 300
Initiative +8	Senses Perception +10; low-light vision	
HP 83; Bloodied 41		
AC 21; Fortitude 20, Reflex 19, Will 18		
Speed 8		
m Bite (standard; at-will)		
+12 vs. AC; 1d8 + 5 damage, or 2d8 + 5 damage against a prone target.		
Combat Advantage		
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Pack Hunter (while mounted by a friendly rider of 7 th level or higher; at will) ♦ Mount		
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.		
Alignment Unaligned		Languages -
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)
Con 19 (+7)	Int 5 (+0)	Cha 11 (+3)

ENCOUNTER 5: LEADER OF THE PACK STATISTICS (HIGH LEVEL □ TRACK 1 / LOW LEVEL – TRACK 2 & 3)

Werewolf Savage Berserker (level 9) Level 9 Elite Brute (leader)	
Medium natural humanoid (shapechanger)	XP 800
Initiative +7 Senses Perception +11; low-light vision	
HP 226; Bloodied 113	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 21; Fortitude 25, Reflex 20, Will 19	
Immune moon frenzy (see below)	
Saving Throw +2	
Speed 6 (8 in wolf form)	
Action Points 1	
m Greatclub (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d4 + 4 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) ♦ Disease	
+13 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Murderous Frenzy	
The savage berserker gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.	
Savage Rebuke (Immediate reaction, when hit by a melee attack; at-will)	
The savage berserker makes a basic melee attack.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11	
Str 19 (+8)	Dex 16 (+7) Wis 14 (+6)
Con 18 (+8)	Int 10 (+4) Cha 11 (+4)
Equipment leather armor, greatclub	

Moon Frenzy	Level 8 Disease
Endurance worse DC 19 or lower, stable DC 20, improve DC 24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

Dire Wolf (level 8)	Level 8 Skirmisher
Large natural beast (mount)	XP 350
Initiative +8 Senses Perception +10; low-light vision	
HP 91; Bloodied 45	
AC 22; Fortitude 21, Reflex 20, Will 19	
Speed 8	
m Bite (standard; at-will)	
+13 vs. AC; 1d8 + 5 damage, or 2d8 + 5 damage against a prone target.	
Combat Advantage	
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.	
Pack Hunter (while mounted by a friendly rider of 8 th level or higher; at will) ♦ Mount	
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.	
Alignment Unaligned	Languages -
Str 19 (+7)	Dex 16 (+6) Wis 14 (+5)
Con 19 (+7)	Int 5 (+0) Cha 11 (+3)

ENCOUNTER 5: LEADER OF THE PACK STATISTICS (HIGH LEVEL □ TRACK 2 & 3)

Werewolf Savage Berserker (level 11) Level 11 Elite Brute (leader)	
Medium natural humanoid (shapechanger)	XP 1,200
Initiative +8 Senses Perception +12; low-light vision	
HP 266; Bloodied 133	
Regeneration 10 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 23; Fortitude 27, Reflex 22, Will 21	
Immune moon frenzy (see below)	
Saving Throw +2	
Speed 6 (8 in wolf form)	
Action Points 1	
m Greatclub (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d4 + 5 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) ♦ Disease	
+15 vs. AC; 1d6 + 5 damage, and the target takes ongoing 6 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Murderous Frenzy	
The savage berserker gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.	
Savage Rebuke (Immediate reaction, when hit by a melee attack; at-will)	
The savage berserker makes a basic melee attack.	
Blood Rage	
The werewolf's melee attacks deal 5 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil Languages Common	
Skills Bluff +10, Insight +12, Intimidate +10, Nature +12	
Str 19 (+9)	Dex 16 (+8) Wis 14 (+7)
Con 18 (+9)	Int 10 (+5) Cha 11 (+5)
Equipment leather armor, greatclub	

Moon Frenzy	Level 8 Disease
Endurance worse DC 19 or lower, stable DC 20, improve DC 24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

Dire Wolf (level 9)	Level 9 Skirmisher
Large natural beast (mount)	XP 400
Initiative +9 Senses Perception +11; low-light vision	
HP 99; Bloodied 49	
AC 23; Fortitude 22, Reflex 21, Will 20	
Speed 8	
m Bite (standard; at-will)	
+14 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage against a prone target.	
Combat Advantage	
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.	
Pack Hunter (while mounted by a friendly rider of 9 th level or higher; at will) ♦ Mount	
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.	
Alignment Unaligned Languages -	
Str 19 (+8)	Dex 16 (+7) Wis 14 (+6)
Con 19 (+8)	Int 5 (+1) Cha 11 (+4)

ENCOUNTER 5: LEADER OF THE PACK MAP

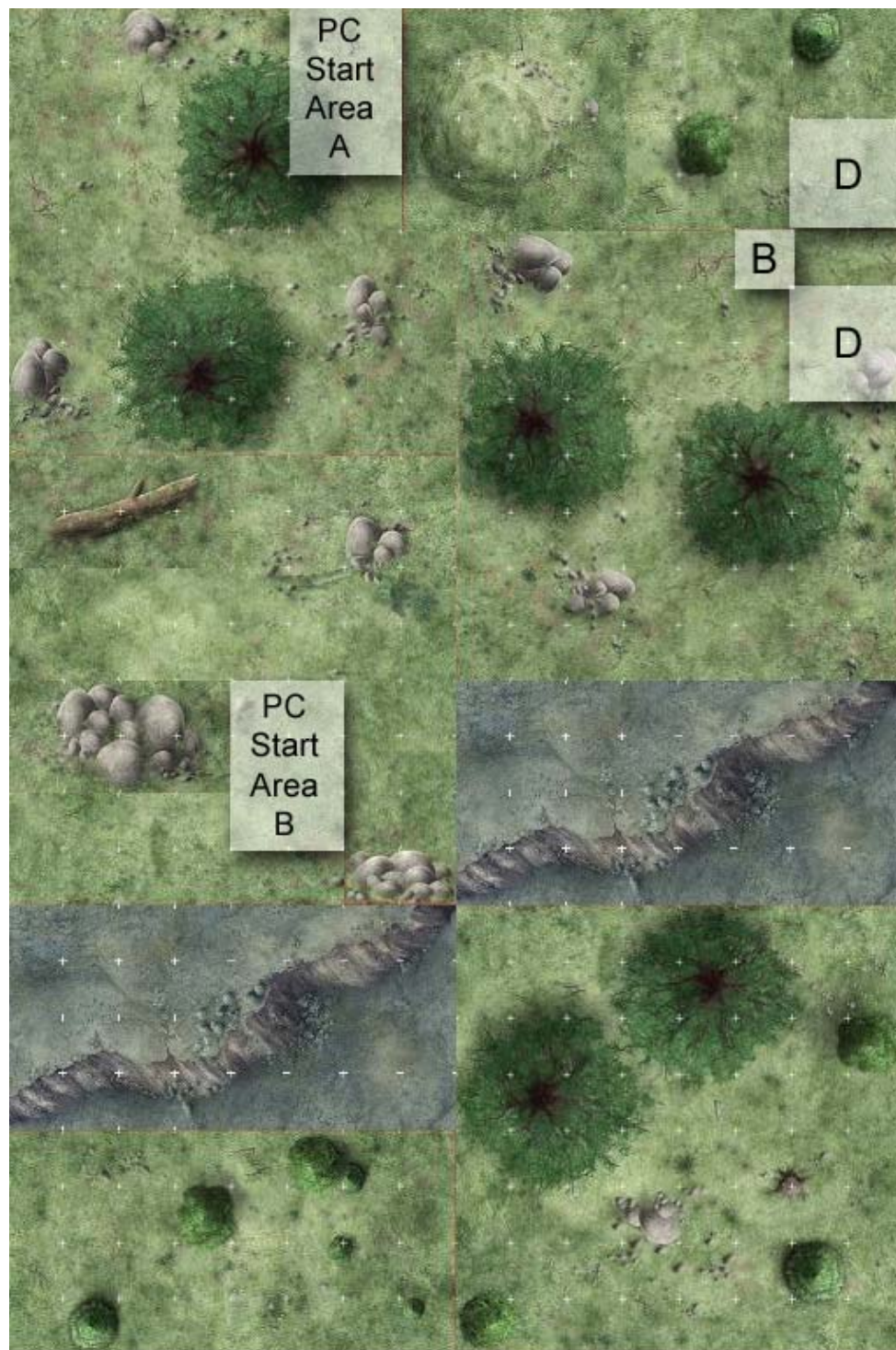
RUINS OF THE WILD

Camp / Field	8x8	x1
Cabin / Field w/Trees	8x8	x2
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x2
Mound / Hobbit Hole	4x4	x1

Rock Outcropping / Skeleton	2x1	X1
Covered Wagon / Field w/Log	4x2	x1
Field / Rock Outcropping	4x2	x1

LOST CAVERNS OF THE UNDERDARK

Floor w/Ridge / Rock Outcropping	4x8	x2
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ENCOUNTER 6: SCORCHED EARTH

SETUP

Note: Use this as the first encounter after Encounter 3 only if the PCs chose the Wilderness path. Start with Encounter 4 if they chose the Trail path.

If this is the first encounter after Encounter 3, i.e. the PCs chose the Wilderness path, and the PCs are on Track 1 or Track 3, read the following:

The thick heavy trees of the Moonwood have not made your flight through them easy, but at least the glowing blue smoke that marks your destination has made sure you would not be lost.

It has been almost an hour since you left the camp when you hear the distant sound of a hunting horn. The High Hunt has begun.

As the adventurers enter the area, read:

The lush vegetation of the forest gives way to burnt bushes and scorched trees. Ash covers the ground. It is obvious a forest fire recently swept through this area.

If the PCs choose to search this area they can find pieces of fire-hardened wood that can be used to make various crude weapons in short order. Have one, and only one, PC make a single Nature check if they want to find/craft natural weapons, to determine the party's success. Other PCs may aid the chosen PC using either Nature or Perception to do so. (Note all receive a +2 bonus on this roll if they chose the wilderness path). If they hustled prior to this encounter, they have more time to search the area and can make two rolls instead of one.

Consult the table below the treasure section for what the adventurers find.

ENDING THE ENCOUNTER

Once the PCs are done searching/resting they can move on to the next encounter. If they both searched and rested, they cannot hustle to the next encounter. Proceed to Encounter 7.

TREASURE

While the PCs may find various useful implements here, none of them are of any monetary value.

	for making crude javelins.
13-17	As above, plus 1d4 wooden poles suitable for making crude quarterstaves.
18-22	As above, plus 1d4 wooden poles suitable for making crude spears.
23-27	As above, plus 1d4 large pieces of wood suitable for making crude greatclubs.
28+	As above, plus 1d2 wooden poles suitable for making crude longswords.

Roll	Result
0-7	1d6 pieces of wood suitable for making crude clubs.
8-12	As above, plus 1d6 pieces of wood suitable

ENCOUNTER 7: LAIR OF THE BEAST

ENCOUNTER LEVEL 6 / 7 / 9 (1,500 / 2,000 XP)

SETUP

This encounter includes the following creatures.

1 Feyborn Owlbear (O)

As the adventurers enter the area, read:

Near a small pond up ahead, appears to be the opening to a large cave. Perhaps this may offer a brief, same respite from the pursuit.

A glint of reflected moonlight flashes from something just inside the entrance. A closer look reveals the flash comes from a dented metal helm haphazardly lying on some rocks.

The cave is the lair of a feyborn owlbear. The owlbear preys on anything it can get its claws on and its lair is strewn with the remains and equipment of both lycanthropes and adventurers that came to kill them. The flash the PCs see is from this equipment.

The owlbear that lairs here, is currently out hunting but will return soon. If the PCs did not hustle just prior to this encounter, the owlbear returns just after the PCs have finished searching the cave. They have time to equip themselves with weapons before the owlbear attacks, but not armor.

If the PCs did hustle just prior to this encounter, the owlbear returns after the PCs have finished searching the cave and have had enough time to equip themselves with weapons and armor before it attacks.

PCs that make a successful DC 15 Perception check find the feathers, hair, spoor, claw marks and tracks that identify this cave as the lair of a large predator. A DC 15 Nature or Arcana check identifies these sign as those of a particularly large owlbear.

The cave contains the following useful items:

- 1 short sword
- 1 hand crossbow
- 1 case with 20 hand crossbow bolts
- 2 suits of leather armor
- 1 suit of small leather armor
- 1 suit of hide armor
- 1 suit of chainmail
- 1 suit of scalemail

- 1 *breaching* +2 (low-level only) or *armor* +3 (high-level only)
- 2 heavy shields
- 4 javelins
- 3 daggers
- 1 flail
- 1 pick
- 1 glaive
- 1 *silvered righteous weapon* +2
- 2 short swords
- 1 greatsword
- 2 hand axes
- 1 throwing hammer
- 3 *potions of cure light wounds*
- 1 +2 *master's wand of magic missiles*

FEATURES OF THE AREA

This area has a few important features.

Illumination: The Moonwood is never a bright place but it is a full moon that night. If this encounter takes place at night the illumination is dim. Otherwise it is normal daylight with plenty of shadows. There is no illumination in the cave.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Rocks, bushes and stalagmites: Squares with large rocks, bushes or stalagmites count as difficult terrain, costing 2 squares of movement. The bushes provide cover. The rocks and stalagmites provide cover only to prone creatures.

Pond: The pond is relatively shallow. All pond squares count as difficult terrain, costing 2 squares of movement.

Cliff Face: The southern portion of the map is considered a vertical cliff face. Creatures cannot enter or exit the southern edge except at the cave entrance.

TACTICS

The owlbear starts on the north edge of the map. It gains a surprise round unless the PCs have a Passive Perception score of 15 (before modification for distance). The owlbear attacks the moment it sees the adventurers, moving to block their exit from the cave. It is hungry and angered that its lair has been disturbed. Its tactics are straight forward, attacking whatever target is causing it the most damage. The owlbear fights to the death but does not pursue the PCs beyond the edge of the map.

The PCs may only exit the map on the north, east, and west sides.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the owlbear's hit points by 69 / 77 / 93.

Six PCs: Increase the owlbear's hit points by 69 / 77 / 93.

ENDING THE ENCOUNTER

The encounter ends once the owlbear has been defeated, or the PCs have successfully fled off the map. If they choose to rest after this encounter, they cannot hustle to the next encounter. Proceed to Encounter 8.

EXPERIENCE POINTS

The characters receive 300 / 400 experience points each for defeating or escaping the owlbear.

TREASURE

The owlbear's lair contains several useful mundane items along with *breaching armor* +2 (low-level only) or *armor* +3 (high-level only), *silvered righteous weapon* +2, +2 *master's wand of magic missiles*, and 3 *potions of cure light wounds*. There are also enough silver and gold pieces here for the PCs to each receive 30 / 40 gp.

ENCOUNTER 7: LAIR OF THE BEAST STATISTICS (LOW LEVEL - TRACK 1)

Feyborn Owlbear (level 6)		Level 6 Solo Brute
Large fey beast		XP 1,250
Initiative +5 Senses Perception +11; low-light vision		
HP 288; Bloodied 144; see also <i>stunning screech</i>		
AC 23; Fortitude 22, Reflex 21, Will 22		
Saving Throws +5		
Speed 7		
Action Points 2		
m Claw (standard; at-will)		
Reach 2; +10 vs. AC; 2d6 + 4 damage.		
M Double Attack (standard; at-will)		
The owlbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).		
M Bite (standard; at-will)		
Grabbed target only; automatic hit; 4d8 + 4 damage.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at will)		
+8 vs. Will; the attacker must target a different creature or end its attack.		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +8 vs. Will; the target is pulled 5 squares and is dazed (save ends).		
C Stunning Screech (free, when first bloodied; encounter)		
Close burst 1; +8 vs. Fortitude; the target is stunned (save ends).		
Step Through the Mist (move; encounter)		
The feyborn creature teleports up to 3 squares.		
Alignment Unaligned		Languages -
Str 20 (+8)	Dex 14 (+5)	Wis 16 (+6)
Con 16 (+6)	Int 2 (-1)	Cha 10 (+3)

ENCOUNTER 7: LAIR OF THE BEAST STATISTICS (HIGH LEVEL – TRACK 1 / LOW LEVEL – TRACK 2 & 3)

Feyborn Owlbear (level 7)		Level 7 Solo Brute
Large Fey Beast		XP 1,500
Initiative +5 Senses Perception +11; low-light vision		
HP 320; Bloodied 160; see also <i>stunning screech</i>		
AC 24; Fortitude 23, Reflex 22, Will 23		
Saving Throws +5		
Speed 7		
Action Points 2		
m Claw (standard; at-will)		
Reach 2; +11 vs. AC; 2d6 + 4 damage.		
M Double Attack (standard; at-will)		
The owlbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).		
M Bite (standard; at-will)		
Grabbed target only; automatic hit; 4d8 + 4 damage.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at will)		
+9 vs. Will; the attacker must target a different creature or end its attack.		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +9 vs. Will; the target is pulled 5 squares and is dazed (save ends).		
C Stunning Screech (free, when first bloodied; encounter)		
Close burst 1; +9 vs. Fortitude; the target is stunned (save ends).		
Step Through the Mist (move; encounter)		
The feyborn creature teleports up to 3 squares.		
Alignment Unaligned		Languages -
Str 20 (+8)	Dex 14 (+5)	Wis 16 (+6)
Con 16 (+6)	Int 2 (-1)	Cha 10 (+3)

ENCOUNTER 7: LAIR OF THE BEAST STATISTICS (HIGH LEVEL - TRACK 2 & 3)

Feyborn Owlbear (level 9)		Level 9 Solo Brute
Large Fey Beast		XP 1,500
Initiative +6 Senses Perception +12; low-light vision		
HP 384; Bloodied 192; see also <i>stunning screech</i>		
AC 26; Fortitude 25, Reflex 24, Will 25		
Saving Throws +5		
Speed 7		
Action Points 2		
m Claw (standard; at-will)		
Reach 2; +13 vs. AC; 2d6 + 5 damage.		
M Double Attack (standard; at-will)		
The owlbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).		
M Bite (standard; at-will)		
Grabbed target only; automatic hit; 4d8 + 5 damage.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at will)		
+11 vs. Will; the attacker must target a different creature or end its attack.		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +11 vs. Will; the target is pulled 5 squares and is dazed (save ends).		
C Stunning Screech (free, when first bloodied; encounter)		
Close burst 1; +11 vs. Fortitude; the target is stunned (save ends).		
Step Through the Mist (move; encounter)		
The feyborn creature teleports up to 3 squares.		
Alignment Unaligned		Languages -
Str 20 (+9)	Dex 14 (+8)	Wis 16 (+7)
Con 16 (+7)	Int 2 (+0)	Cha 10 (+4)

ENCOUNTER 7: LAIR OF THE BEAST MAP

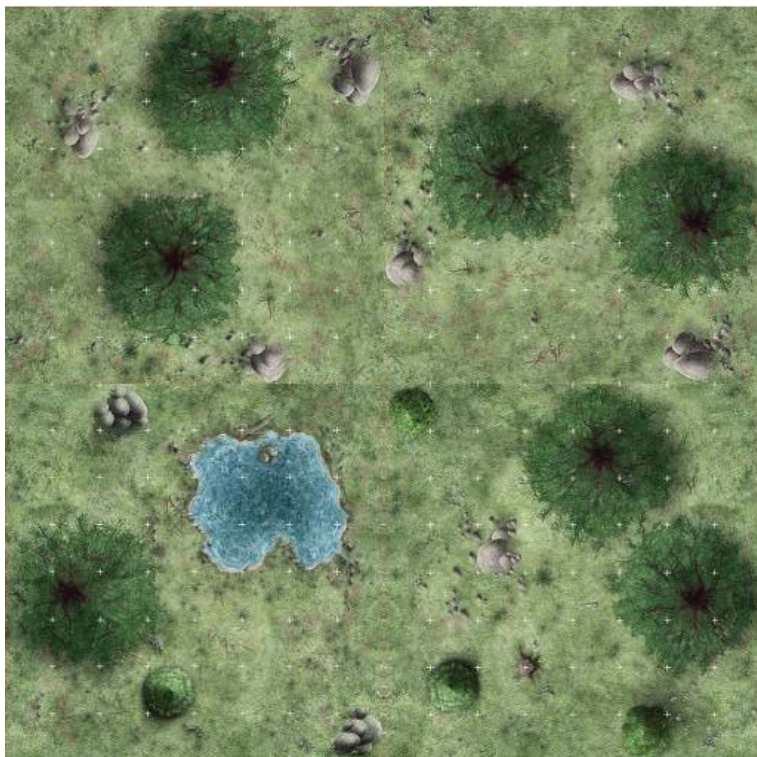
RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x2
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1

LOST CAVERNS OF THE UNDERDARK

Cave Offshoot / Tunnel End	4x4	x1
Tunnel / Tunnel	4x2	x1

Cave Wall / Stalagmites	2x1	x1
Floor / Stalagmites	2x1	x1
Floor / Tunnel w/Gravel	2x1	x1
Cave Wall / Tunnel End	1x2	x2
Tunnel End / Pit	2x2	x1
Floor / Tunnel	4x4	x1
Tunnel End w/Water / U-Tunnel	4x4	x1
Cave Pillar / Sand	1x1	x2
Floor / Tunnel	2x2	x1



ENCOUNTER 8: A TRICKLE OF HOPE

SETUP

Birch, intelligent chatty spellplague beaver

As the adventurers enter the area, read:

A rocky gully leads down to swift, shallow forest stream about 15-feet across. Water-smoothed rocks line the bed and sides of the stream.

A short distance up stream is a small pond. The pond is formed by a dam made entirely of twigs and mud. Despite the crude materials, however, the dam seems to be a hodge-podge of various architectural designs. A small lodge of similar design and structure sits in the middle of the pond. It does not look large enough to house anything bigger than a short gnome.

A large clearing surrounds the pond. The surrounding trees have all been cut down leaving only low stumps. Gnawing on a sapling at the edge of the clearing is a beaver.

The beaver stops its gnawing, looks over at you and says, "Oh, hello. Is it time for the High Hunt already? I don't suppose you have time to chat before they eat you?"

The beaver is named Birch. He was caught in the same Spellplague that created the crater in Encounter 9. The Spellplague made him highly intelligent and gave him the powers of speech and longevity (he is around 100 years old). Birch is friendly and highly intelligent, though not especially arrogant. He prefers peace and tranquility to conflict and violence, and is always calm and intellectual. Birch likes to talk to intelligent creatures when he can, though usually about esoteric subjects such as philosophy and metaphysics. He tends to wax philosophical frequently, answering questions like "How can you talk?" with replies like, "How is it you can talk? And why can't that rock over there? Or is it talking and we simply haven't learned to listen to it?" If pressed he can provide the following information to the PCs:

- He first leaned to think and talk in the Year of Blue Fire when he was caught in the effects of the Spellplague. He doesn't remember anything much before that.
- The blue glowing smoke comes from the same plagueland that changed him, though it has lost a lot of its potency over the years. The plagueland

is a large crater with a lake in it and an earth mote floating over it.

- He named himself after his preferred food, birch.
- Birch has lived for nearly 100 years and has done a fair amount of traveling, though he always returns home as he much prefers the taste of the local bark over anywhere else.
- He built the dam and lodge and is rather proud of its unique architecture.
- Though the People of the Blackblood have tried many times to catch him, he is way too smart for them to succeed. He does not elaborate on that.
- There is an owlbear lair not far from here. It contains many pieces of treasure and equipment from both adventurers and werewolves alike. The PCs may find some things very useful to them there, but the owlbear is a very powerful one and should not be taken for granted. (The PCs have likely already encountered the owlbear, but if they avoided the cave in Encounter 7, they can use this information to return there to better equip themselves.)
- He advises the PCs that they can make crude weapons out of many local materials and that using the stream might help them elude pursuit.
- Birch will not physically aid (including accompanying) the PCs in escaping the lycanthropes, as he feels they have a right to their own religious practices. But he does sympathize enough with the PCs to give them useful information.

Birch is knowledgeable on many subjects (including the People of the Black Blood). In general, the DM should use Birch to impart any information or advise he/she feels the PCs may need to succeed in their mission.

If the PCs are willing to talk to Birch for a while on matters philosophical, then he eventually decides he likes them enough to give them a special medicine he makes. The medicine gives the imbibor a +5 on Endurance checks to overcome Moon Frenzy. The effect lasts only until the disease is cured. There is just enough medicine for each member of the party and it loses its potency after the end of the adventure.

If the PCs attack or threaten Birch, he simply disappears in a flash of blue flames.

If the PCs choose to search this area they can find some small stones that may prove useful to them. Have one, and only one, PC make a single Nature check if they want to find/craft natural weapons, to determine the party's success. Other PCs may aid the chosen PC using either Nature or Perception to do so. (Note all receive a +2 bonus on this roll if they chose the

wilderness path). If they hustled prior to this encounter, they have more time to search the area and can make two rolls instead of one.

In addition, the PCs can use the stream in an attempt to foil their pursuers by making their trail more difficult to follow. If the PCs succeed on an Elude Pursuers (DC 19 Nature) check they have delayed the pack pursuing them and gain a free Hustle. This free hustle can be used to automatically succeed on all Endurance checks on their next hustle, or it can be counted as a bonus hustle for determining the total number of hustles for Encounter 9.

ENDING THE ENCOUNTER

Once the PCs are done searching/resting they can move on to the next encounter. If they both searched and rested, they cannot hustle to the next encounter. If the PCs chose the Trail path, proceed to Encounter 9. If they chose the Wilderness path, proceed to Encounter 5 (see Encounter 3 for order of encounters).

If the PCs chose Track 2 and the Trail path, this is the final encounter. Go directly to the Conclusion section of Encounter 9.

TREASURE

While the PCs may find various useful implements here, none of them are of any monetary value.

ENCOUNTER 9: PREDATORS

ENCOUNTER LEVEL 9 / 10 / 12 (2,300 / 3,300 XP)

SETUP

This encounter includes the following creatures.

2 werewolves (W)

2 werewolf blood claws (gnoll claw fighter) (B)

1 Black Tongue, werewolf stormcaller (S)

1 One Fang, werewolf battle champion (O)

5 merchant children (C)

Note: If the PCs escaped Blackstripe and his companions earlier, he may appear again in this encounter if the PCs have had an easy time of it. The DM should be careful deciding if the PCs can handle the addition of this foe.

You break through the tree line to behold a strange sight. A great crater, hundreds of feet across has been gouged out of the earth here. A lake fills the crater to about forty feet below the rim. Floating in the air above this lake at the same level as the top of the crater is a small island of earth surrounded by several other smaller floating platforms. A cabin can be seen on this earth mote, with blue glowing smoke rising from its chimney. Blue light flickers from inside it.

A solid-looking earthen arch spans the distance from the crater rim to the earth mote. Next to this arch is a stream. But where the stream meets the edge of the crater, there is not the expected waterfall. Instead the water from the lake below rises swiftly up the side of the crater like an upside-down waterfall. It splashes over the rim of the crater to form the stream that flows away into the forest.

Behind you can be heard the ever closing howls of your pursuers.

At this point the DM should total up the number of times the PCs have hustled since Encounter 3.

If the PCs hustled 3 times or less, they start in PC Start Area A. If they hustled 4 - 5 times, they start in PC Start Area B. If they hustled 6 or more times, they start in PC Start Area C.

If the PCs are following Track 3, the children are all tied up in the bedroom of the cabin. The children all have 1 HP, defenses of 11, Speed 6, and cannot attack. They do not act unless instructed to by the PCs.

FEATURES OF THE AREA

This area is a remnant of the Spellplague. Most of what created the area has dissipated over the years, but some of it still lingers on such as the Earth Mote and the reverse stream.

Illumination: If the encounter occurs at night, the illumination is dim. A fire inside the cabin keeps its interior well lit. Note that the remnants of the Spellplague causes all fire to turn blue here and all smoke from fires glows with a blue hue.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Rocks and bushes: Squares with large rocks and bushes count as difficult terrain, costing 2 squares of movement. The bushes provide cover. The rocks provide cover only to prone creatures.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

Stream: The stream is 3-4 feet deep and swift. It costs 3 squares of movement to enter the stream and a successful DC 12 Athletics check to remain standing. Small creatures and those not standing must swim. The current from the stream moves away from the edge of the crater at 6 squares per round.

Crater: The clear area on the map represents the crater lake. The water level is 40 feet below the lip of the crater. Any creature falling off the edge takes 2d10 damage. The water is calm and easy to swim (DC 10). There is a slow current in the crater lake that draws objects in it towards the reverse waterfall at a rate of 1 square per round. Creatures swimming towards the waterfall may add this to their swim speed.

The walls of the crater require a DC 15 Athletics check to climb.

Reverse Waterfall: The reverse waterfall flows up the side of the crater from the lake to the stream at a rate of 6 squares per round. Creatures may swim up the waterfall (DC 15) to reach the top of the crater, adding the speed of the waterfall to their total movement. Failing the swim check by 5 or more results in the swimmer taking 1d10 damage as he/she is battered by the rocks on the side of the crater.

Cabin: The cabin is of sturdy log construction. The doors are unlocked and cannot be locked, though objects can be moved to block them (DC 16 Strength check to break down). There is a fire in the fireplace (glowing blue, or course, and providing the glowing blue

smoke that makes the cabin easy to find). The PCs' equipment (Track 1) or the merchant children (Track 3) can be found in the bedroom.

Log Bridge: The log bridge over the steam requires an Acrobatics check (DC 10) to navigate without falling off.

TACTICS

The werewolves are all in their preferred hybrid form and stay this way for the entire fight. If the PCs have not yet reached the cabin, the first thing they do is attempt to cut them off. If the PCs attempt to hold the bridge, the werewolves use bull rush to knock them off. They each have 5 javelins, just in case.

r Javelin (standard; at-will) ♦ Weapon Range 10/20; +10/+11/+13 vs. AC; 1d6 + 3/1d6 + 4 damage.
--

One Fang is vicious and smart. He orders his pack into flanking positions to make use of his *battle lord tactics* ability. He has them team up on targets and focus their attacks on strikers and controllers. As long as he is still in the battle, the werewolves all fight with tactical intelligence, but once One Fang is out of the battle they use more direct, uncoordinated methods.

Black Tongue also fights intelligently, hanging back and using his area effect attacks first on the largest groupings he can get. He then follows this up with *storm bolt* directed at ranged attackers.

All the werewolves fight to the death for the glory of Malar. If possible, they try to cut the PCs off from reaching the cabin.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one werewolf black blood claw.

Six PCs: Add another werewolf.

ENDING THE ENCOUNTER

This encounter ends once the PCs have defeated all of the werewolves or have fled with the captive children.

EXPERIENCE POINTS

The characters receive 460 / 660 experience points each for defeating the werewolves and surviving till dawn. If the PCs rescued all of the children, they receive the minor quest experience award.

TREASURE

There werewolves have no treasure of note.

CONCLUSION

Track 1 & 3

With welcoming warmth, dawn breaks over the horizon. The morning sun signals the end your ordeal. The High Hunt is over and you are no longer prey for the night.

Out of the dappled light of the forest comes an enormous werewolf. His fur is red with streaks of grey showing his age. He raises his paw in a gesture of peace.

"You have done well," he says with obvious respect. "You have proven that we are not deserving of Malar's Honor, but you are. Will you stand forth and accept that honor?"

The werewolf is Bloodclaw, the chief of this tribe of People of the Black Blood. If the PCs have not already freed them, Bloodclaw hands over the merchant children. He also turns over the PCs' equipment if they have not already retrieved it themselves. The PCs are also allowed to keep the dead bodies of any of their fallen companions. As long as the PCs do not attack him, he is respectful, even if they killed his son, as it was the will of Malar. If the PCs attack Bloodclaw, he flees into the forest.

Each PC that survived the high hunt has the option of accepting or refusing the honor. PCs that accept the honor gain **LURU06 Mark of the Beast** story award.

PCs that refuse the honor gain **LURU07 Hero of the Hunt** story award.

Track 2

The thick forests of the Glimmerwood suddenly give way to open pastures. A small village can be seen up ahead. Dozens of villagers, many armed, run to protect you and your charges. A single distant howl signals that you have reached safety and your ordeal in the Moonwood is over.

The PCs receive no other story awards for this adventure.

All Three Tracks

Darvin gives the PCs a *handy haversack* and the remaining gold he promised them minus 15 /20 gp for each child they did not rescue.

PCs that have the **LURU04 Friend of Darwin Surehand** story award have already gotten their monetary reward but Darwin also gives them a *foe stone* in addition to the *handy haversack*.

If the PCs rescued all of the children, they receive the minor quest experience award.

ENCOUNTER 9: PREDATORS STATISTICS (LOW LEVEL - TRACK 1)

Werewolf Battle Champion (level 6) Level 6 Elite Soldier (Leader)	
Medium natural humanoid (shapechanger)	XP 500
Initiative +6 Senses Perception +10; low-light vision	
HP 170; Bloodied 85	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 20; Fortitude 20, Reflex 17, Will 16	
Immune moon frenzy (see below)	
Saving Throws +2	
Speed 6 (8 in wolf form)	
Action Points 1	
m Greatclub (standard; at-will) Weapon	
+10 vs. AC; 2d4 + 3 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) Disease	
+10 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Battle Lord Tactics	
The battle champion and its allies deal an extra 1d6 damage against enemies that the battle champion flanks.	
Battle Talent	
The battle champion can score critical hits on attack rolls of natural 19 and 20.	
Inspiring Assault	
Whenever it scores a critical hit, the battle champion and all allies within 5 squares of it regain 3 hit points.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +8, Insight +10, Intimidate +8, Nature +10	
Str 19 (+7)	Dex 16 (+6) Wis 14 (+5)
Con 18 (+7)	Int 10 (+3) Cha 11 (+3)
Equipment leather armor, greatclub	

Moon Frenzy	Level 8 Disease
Endurance worse DC 19 or lower, stable DC 20, improve DC 24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

Werewolf (level 6)	Level 6 Brute
Medium natural humanoid (shapechanger)	XP 250
Initiative +6 Senses Perception +10; low-light vision	
HP 88; Bloodied 44	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 18; Fortitude 18, Reflex 17, Will 16	
Immune moon frenzy (see below)	
Speed 6 (8 in wolf form)	
m Greatclub (standard; at-will) ♦ Weapon	
+10 vs. AC; 2d4 + 3 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) ♦ Disease	
+10 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +8, Insight +10, Intimidate +8, Nature +10	
Str 19 (+7)	Dex 16 (+6) Wis 14 (+5)
Con 18 (+7)	Int 10 (+3) Cha 11 (+3)
Equipment leather armor, greatclub	

Gnoll Claw Fighter	Level 6 Skirmisher
Medium natural humanoid	XP 250
Initiative +7 Senses Perception +6; low-light vision	
HP 70; Bloodied 35	
AC 20; Fortitude 18, Reflex 16, Will 15	
Speed 8; see also <i>mobile melee attack</i>	
m Claw (standard; at-will)	
+11 vs. AC; 1d6 + 4 damage, or 1d6 + 6 while bloodied; see also <i>pack attack</i> below.	
M Clawing Charch (standard; at-will)	
The gnoll claw fighter charges and makes two claw attacks against a single target instead of one melee basic attack.	
M Mobile Melee Attack (standard; at-will)	
The gnoll fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attacks.	
Pack Attack	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
Alignment Chaotic Evil	Languages Abyssal, Common
Skills Intimidate +8	
Str 19 (+7)	Dex 15 (+5) Wis 12 (+4)
Con 14 (+5)	Int 9 (+2) Cha 7 (-1)
Equipment leather armor	

Werewolf Stormcaller		Level 5 Elite Artillery	
Medium natural humanoid (shapechanger)		XP 400	
Initiative +6		Senses Perception +10; low-light vision	
HP 108; Bloodied 54			
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)			
AC 17; Fortitude 17, Reflex 16, Will 17			
Immune moon frenzy (see below)			
Saving Throws +2			
Speed 6 (8 in wolf form)			
Action Points 1			
m Bite (standard; at-will) ♦ Disease			
		+12 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
r Storm Bolt (standard; at-will) ♦ Arcane, Lightning			
		Ranged 20; +10 vs. Reflex; 1d8 + 4 lightning damage.	
C Stormcaller's Howl (standard; at-will) ♦ Arcane, Thunder			
		Close blast 3; +10 vs. Fortitude; 1d6 + 4 thunder damage; and the target is pushed 2 squares.	
A Disrupting Storm (standard; recharge 5-6) ♦ Arcane, Lightning			
		Area burst 2 within 10; +10 vs. Reflex; 1d10 + 4 lightning damage; and the target is slowed (save ends).	
Blood Rage			
		The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph			
		A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil		Languages Common	
Skills Arcana +10, Bluff +8, Insight +10, Intimidate +8, Nature +10, Religion +10			
Str 19 (+7)	Dex 10 (+3)	Wis 14 (+5)	
Con 18 (+7)	Int 16 (+5)	Cha 11 (+3)	
Equipment leather armor			

ENCOUNTER 9: PREDATORS STATISTICS (HIGH LEVEL - TRACK 1 / LOW LEVEL TRACK 2 & 3)

Werewolf Battle Champion (level 7) Level 7 Elite Soldier (Leader)	
Medium natural humanoid (shapechanger)	XP 600
Initiative +7 Senses Perception +11; low-light vision	
HP 188; Bloodied 94	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 21; Fortitude 21, Reflex 18, Will 17	
Immune moon frenzy (see below)	
Saving Throws +2	
Speed 6 (8 in wolf form)	
Action Points 1	
m Greatclub (standard; at-will) Weapon	
+11 vs. AC; 2d4 + 4 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) Disease	
+11 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Battle Lord Tactics	
The battle champion and its allies deal an extra 1d6 damage against enemies that the battle champion flanks.	
Battle Talent	
The battle champion can score critical hits on attack rolls of natural 19 and 20.	
Inspiring Assault	
Whenever it scores a critical hit, the battle champion and all allies within 5 squares of it regain 3 hit points.	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11	
Str 19 (+8)	Dex 16 (+7) Wis 14 (+6)
Con 18 (+8)	Int 10 (+4) Cha 11 (+4)
Equipment leather armor, greatclub	

Moon Frenzy	Level 8 Disease
Endurance worse DC 19 or lower, stable DC 20, improve DC 24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

Werewolf (level 7)	Level 7 Brute
Medium natural humanoid (shapechanger)	XP 300
Initiative +7 Senses Perception +11; low-light vision	
HP 98; Bloodied 49	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 19; Fortitude 19, Reflex 18, Will 17	
Immune moon frenzy (see below)	
Speed 6 (8 in wolf form)	
m Greatclub (standard; at-will) ♦ Weapon	
+11 vs. AC; 2d4 + 4 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) ♦ Disease	
+11 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil	Languages Common
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11	
Str 19 (+8)	Dex 16 (+7) Wis 14 (+6)
Con 18 (+8)	Int 10 (+4) Cha 11 (+4)
Equipment leather armor, greatclub	

Gnoll Claw Fighter (level 7)	Level 7 Skirmisher
Medium natural humanoid	XP 300
Initiative +7 Senses Perception +6; low-light vision	
HP 78; Bloodied 39	
AC 21; Fortitude 19, Reflex 17, Will 16	
Speed 8; see also <i>mobile melee attack</i>	
m Claw (standard; at-will)	
+12 vs. AC; 1d6 + 4 damage, or 1d6 + 6 while bloodied; see also <i>pack attack</i> below.	
M Clawing Charch (standard; at-will)	
The gnoll claw fighter charges and makes two claw attacks against a single target instead of one melee basic attack.	
M Mobile Melee Attack (standard; at-will)	
The gnoll fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attacks.	
Pack Attack	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
Alignment Chaotic Evil	Languages Abyssal, Common
Skills Intimidate +8	
Str 19 (+7)	Dex 15 (+5) Wis 12 (+4)
Con 14 (+5)	Int 9 (+2) Cha 7 (-1)
Equipment leather armor	

Werewolf Stormcaller		Level 6 Elite Artillery	
Medium natural humanoid (shapechanger)		XP 500	
Initiative +6		Senses Perception +10; low-light vision	
HP 120; Bloodied 60			
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)			
AC 18; Fortitude 18, Reflex 17, Will 18			
Immune moon frenzy (see below)			
Saving Throws +2			
Speed 6 (8 in wolf form)			
Action Points 1			
m Bite (standard; at-will) ♦ Disease			
		+13 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
r Storm Bolt (standard; at-will) ♦ Arcane, Lightning			
		Ranged 20; +11 vs. Reflex; 1d8 + 4 lightning damage.	
C Stormcaller's Howl (standard; at-will) ♦ Arcane, Thunder			
		Close blast 3; +11 vs. Fortitude; 1d6 + 4 thunder damage; and the target is pushed 2 squares	
A Disrupting Storm (standard; recharge 5, 6) ♦ Arcane, Lightning			
		Area burst 2 within 10; +11 vs. Reflex; 1d10 + 4 lightning damage; and the target is slowed (save ends).	
Blood Rage			
		The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph			
		A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil		Languages Common	
Skills Arcana +10, Bluff +8, Insight +10, Intimidate +8, Nature +10, Religion +10			
Str 19 (+7)	Dex 10 (+3)	Wis 14 (+5)	
Con 18 (+7)	Int 16 (+5)	Cha 11 (+3)	
Equipment leather armor			

ENCOUNTER 9: PREDATORS STATISTICS (HIGH LEVEL - TRACK 2 & 3)

Werewolf Battle Champion (level 10) Level 10 Elite Soldier (Leader)
Medium natural humanoid (shapechanger) XP 1,000
Initiative +8 Senses Perception +12; low-light vision
HP 208; Bloodied 104
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)
AC 24; Fortitude 24, Reflex 21, Will 20
Immune moon frenzy (see below)
Saving Throws +2
Speed 6 (8 in wolf form)
Action Points 1
m Greatclub (standard; at-will) Weapon
+14 vs. AC; 2d4 + 5 damage; see also <i>blood rage</i> .
m Bite (standard; at-will) Disease
+14 vs. AC; 1d6 + 5 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .
Battle Lord Tactics
The battle champion and its allies deal an extra 1d6 damage against enemies that the battle champion flanks.
Battle Talent
The battle champion can score critical hits on attack rolls of natural 19 and 20.
Inspiring Assault
Whenever it scores a critical hit, the battle champion and all allies within 5 squares of it regain 5 hit points.
Blood Rage
The werewolf's melee attacks deal 4 extra damage against a bloodied target.
Change Shape (minor; at-will) ♦ Polymorph
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.
Alignment Evil Languages Common
Skills Bluff +10, Insight +12, Intimidate +10, Nature +12
Str 19 (+9) Dex 16 (+8) Wis 14 (+7)
Con 18 (+9) Int 10 (+5) Cha 11 (+8)
Equipment leather armor, greatclub

Moon Frenzy	Level 8 Disease
Endurance worse DC 19 or lower, stable DC 20, improve DC 24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

Werewolf (level 9)	Level 9 Brute
Medium natural humanoid (shapechanger) XP 400	
Initiative +7 Senses Perception +11; low-light vision	
HP 118; Bloodied 59	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 21; Fortitude 21, Reflex 20, Will 19	
Immune moon frenzy (see below)	
Speed 6 (8 in wolf form)	
m Greatclub (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d4 + 4 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) ♦ Disease	
+13 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.	
Alignment Evil Languages Common	
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11	
Str 19 (+8) Dex 16 (+7) Wis 14 (+6)	
Con 18 (+8) Int 10 (+4) Cha 11 (+4)	
Equipment leather armor, greatclub	

Gnoll Claw Fighter (level 9)	Level 9 Skirmisher
Medium natural humanoid XP 400	
Initiative +8 Senses Perception +7; low-light vision	
HP 94; Bloodied 47	
AC 23; Fortitude 21, Reflex 19, Will 18	
Speed 8; see also <i>mobile melee attack</i>	
m Claw (standard; at-will)	
+14 vs. AC; 1d6 + 5 damage, or 1d6 + 7 while bloodied; see also <i>pack attack</i> below.	
M Clawing Charch (standard; at-will)	
The gnoll claw fighter charges and makes two claw attacks against a single target instead of one melee basic attack.	
M Mobile Melee Attack (standard; at-will)	
The gnoll fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attacks.	
Pack Attack	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
Alignment Chaotic Evil Languages Abyssal, Common	
Skills Intimidate +9	
Str 19 (+8) Dex 15 (+6) Wis 12 (+5)	
Con 14 (+6) Int 9 (+3) Cha 7 (+0)	
Equipment leather armor	

Werewolf Stormcaller		Level 9 Elite Artillery
Medium natural humanoid (shapechanger)		XP 800
Initiative +7 Senses Perception +11; low-light vision		
HP 156; Bloodied 78		
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)		
AC 21; Fortitude 21, Reflex 20, Will 21		
Immune moon frenzy (see below)		
Saving Throws +2		
Speed 6 (8 in wolf form)		
Action Points 1		
m Bite (standard; at-will) ♦ Disease		
+16 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .		
r Storm Bolt (standard; at-will) ♦ Arcane, Lightning		
Ranged 20; +14 vs. Reflex; 1d8 + 5 lightning damage.		
C Stormcaller's Howl (standard; at-will) ♦ Arcane, Thunder		
Close blast 3; +14 vs. Fortitude; 1d6 + 5 thunder damage; and the target is pushed 2 squares		
A Disrupting Storm (standard; recharge 5, 6) ♦ Arcane, Lightning		
Area burst 2 within 10; +14 vs. Reflex; 1d10 + 5 lightning damage; and the target is slowed (save ends).		
Blood Rage		
The werewolf's melee attacks deal 4 extra damage against a bloodied target.		
Change Shape (minor; at-will) ♦ Polymorph		
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form.		
Alignment Evil		Languages Common
Skills Arcana + 11, Bluff +9, Insight +11, Intimidate +9, Nature +11, Religion +11		
Str 19 (+8)	Dex 10 (+4)	Wis 14 (+6)
Con 18 (+8)	Int 16 (+6)	Cha 11 (+4)
Equipment leather armor		

ENCOUNTER 9: PREDATORS MAP

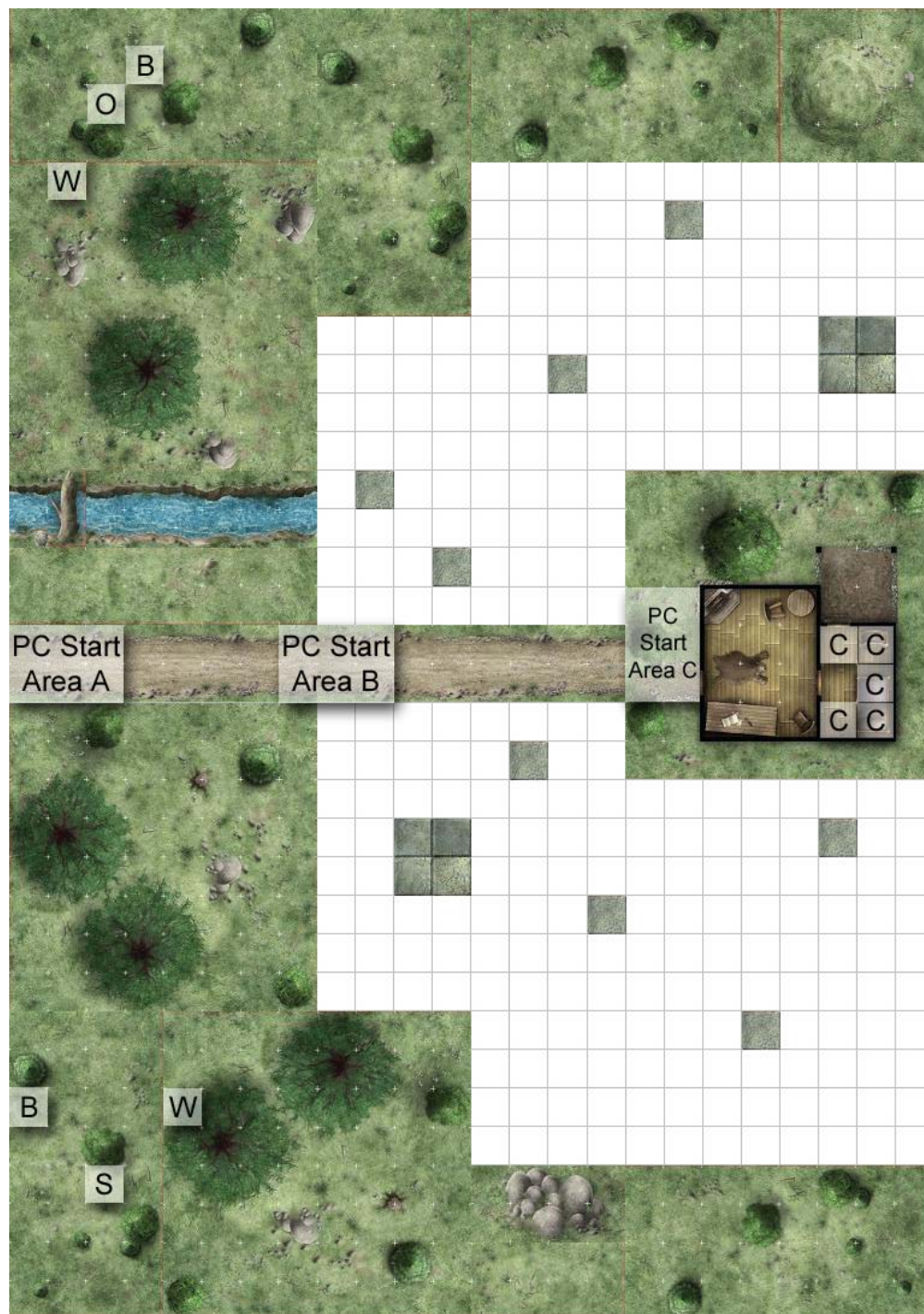
ARCANE CORRIDORS

Toothy Maw / Floor	2x2	x2
Wall / Floor	81x1	x8

RUINS OF THE WILD

Stream / Crevasse	8x2	x1
Road / Crevasse	*x2	x2

Cabin / Field w/Trees	8x8	x2
Ruined Tower / Field w/Trees	8x8	x2
Field / Skeleton	4x8	x5
Mound / Hobbit Hole	4x4	x1
Log Bridge	1x2	x1
Field / Rock Outcropping	4x2	x2
Field / Road	8x2	x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Negotiations

460 / 660 XP or none

Encounter 5: Leader of the Pack

300 / 425 XP

Encounter 7: Lair of the Beast

300 / 425 XP

Encounter 9: Predators

460 / 660 XP or none

Minor Quest: Rescue the children

60 / 90 XP

Total Possible Experience

1,120 / 1,600 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a duelist's weapon +1 is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a +1 duelist's dagger, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

150 / 200 gp

(Encounter 1: 40 / 60 gp, Encounter 4: 30 / 40 gp, Encounter 7: 30 / 40 gp, Encounter 9: 40 / 60 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *breaching armor* +2 (8th-level) (low-level version only) *

Found in Encounter #7

Bundle B: *master's wand of magic missiles* +2 (8th-level) *

Found in Encounter #7

Bundle C: *silvered righteous weapon* +2 (10th-level) *

Found in Encounter #7

Bundle D: *antipathy gloves* (10th-level) *

Found in Encounter #5

Bundle E: *healer's broach* +2 (9th-level) *

Found in Encounter #5

Bundle F: *+3 armor* (11th-level) (high-level version only)

Found in Encounter #7

Bundle G: *handy haversack* (10th-level)

Found in Encounter #9

Bundle H: foe stone (12th-level)* (only available to PCs with the *Favor of Darvin Surehand* story award)
Found in Encounter #9

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 300 / 450 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

LURU06 Mark of the Beast

You have accepted the honor of Malar. You receive a magical sigil on your forehead. This mark is invisible except to worshippers of Malar or in the light of the full moon. Malarites treat you with greater respect than they would normal humanoids. How this respect manifests is up to your DM, but it should always be beneficial.

LURU07 Hero of the Hunt

You survived the High Hunt and refused the honor of Malar. Word of this brave refusal gets around quickly and the people of Sundabar and the surrounding area treat you with great respect. How this respect manifests is up to your DM, but it should always be beneficial.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Which Track did the PCs participate in?

- a. Track 1

- b. Track 2
- c. Track 3
- d. Started at track 2, but were forced into 1 or 2
- e. Other

2. Which Path did the PCs choose in Encounter 3?

- a. Trail
- b. Wilderness
- c. Never came this far.

3. How many of the merchant children did the PCs rescue?

- a. All five.
- b. Four
- c. Three
- d. Only one or two
- e. None

4. Was Oliff Surehand rescued?

- a. Yes
- b. No

5. What story awards did the PCs acquire?

- a. The acquired the Mark of the Beast.
- b. They acquired Hero of the Hunt.
- c. Neither of those two.

NEW RULES

Breaching Armor

Level 3+

Wall are no obstacle or you while wearing this armor.

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Armor: Any

Enhancement: AC

Power (Daily Teleportation): Move Action. Use this power when you are adjacent to a wall to teleport to the other side of the wall. This teleport does not require line of sight and moves you no more than 3 squares (allowing you to teleport past a wall no more than 2 squares thick). If you attempt to teleport into an occupied square, you go nowhere; your move action is not spent, but the daily power is expended.

Reference: *Adventurer's Vault*, page 43.

Antipathy Gloves

Level 10

Use these gloves to keep your enemies at bay.

Item: Hands

5,000 gp

Property: An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

Power (Daily): Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

Reference: *Adventurer's Vault*, page 132.

Righteous Weapon

Level 10+

Crafted with faith and wrath, this weapon is a scourge of evil.

Lvl 10 +2 840 gp

Lvl 25 +5 625,000 gp

Lvl 15 +3 4,200 gp

Lvl 30 +6 3,125,000 gp

Lvl 20 +4 21,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against evil creatures.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn. If the target is evil or chaotic evil, the target is instead dazed (save ends).

Reference: *Adventurer's Vault*, page 77.

Foe Stone

Level 12

This lodestone is set into a chain, and when aimed toward an enemy, it grants you understanding of your foe's weaknesses.

Wondrous Item

13,000 gp

Power (At-Will): Minor Action. Choose one creature you can see. You learn all the target's vulnerabilities, as well as which of its defenses is lowest.

Reference: *Adventurer's Vault*, page 172.

Healer's Brooch

Level 9+

This innocuous adornment boosts your healing powers.

Lvl 4 +1 840 gp

Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp

Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp

Lvl 29 +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

Reference: *Adventurer's Vault*, page 152.

Master's Wand of Magic Missile

Level 3+

Your magic missiles impact a foe with the force of a bull rush.

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Any target you hit with the *magic missile* power is pushed 1 square.

Power (Encounter Arcane, Force, Implement): Standard

Action. As the wizard's *magic missile* power (PH 159).

Reference: *Adventurer's Vault*, page 43.

APPENDIX 1 – DM TRACKING AID

Chosen Track

- ☐ Track 1: The PCs chose to take the children's place in the High Hunt without any of their equipment.
- ☐ Track 2: The PCs chose to rescue the children by some other method than participating in the High Hunt.
- ☐ Track 3: The PCs chose to take the children's place in the High Hunt with their equipment.

Chosen Path

- ☐ Trail Path: The PCs chose to follow the trail in Encounter 3. They take encounters 4-8 in the following order: 4 - 5 - 6 - 7 - 8. They gain a +2 bonus to all Endurance checks made for Hustling.
- ☐ Wilderness Path: The PCs chose to enter the wilderness in Encounter 3. They take encounters 4-8 in the following order: 6 - 7 - 8 - 5 - 4. They gain a +2 bonus on all Nature checks to Elude Pursuers and Find Natural Weapons.

Hustle Tracker

Trail Path		
Encounter	Hustled	
	Yes	No
4: The Next Generation		
5: Leader of the Pack		
6: Scorched Earth		
7: Lair of the Beast		
8: A Trickle of Hope		
8: A Trickle of Hope, bonus		
9: Predators		
Total Number of Hustles		

Wilderness Path		
Encounter	Hustled	
	Yes	No
6: Scorched Earth		
7: Lair of the Beast		
8: A Trickle of Hope		
8: A Trickle of Hope, bonus		
5: Leader of the Pack		
4: The Next Generation		
9: Predators		
Total Number of Hustles		

HANDOUT 1 – PERSONAL LETTER FROM DARVIN SUREHAND

Friend,

I am sending you this message at a time of urgent need. You once helped my son Oliff rescue me from the clutches of mad demon worshippers. Now my son's life, along with four others, is in peril and I am in dire need of the assistance of talented adventurers such as yourself. Travel to Baldiver's Inn in Sundabar as quickly as you can. Let the staff know your purpose there and I will meet you shortly thereafter.

Tymora speed you on your way,

Darvin Surehand

HANDOUT 2 – GENERAL LETTER FROM DARVIN SUREHAND

Brave Adventurer,

I have been told you are an adventurer of great talent and I am in urgent need of the services of one such as you. My son's life and the life of four others are in peril. If you can save them, the rewards will be great. Travel to Baldiver's Inn in Sundabar as quickly as you can. Let the staff know your purpose there and I will meet you shortly thereafter.

Tymora speed you on your way,

Darvin Surehand