

APPENDIX: THE HUNTER BECOMES THE HUNTED (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

SCENE A: MY, WHAT BIG TEETH Y—OH GOD!

In this bonus objective, the characters soon learn that they're being hunted—learning a violent lesson about the sorts of creatures that reside within Kryptgarden Forest in the process.

ADDING THIS EPISODE TO LAYERS UPON LAYERS

This additional content is added to **Episode 2**—specifically in either **Scene B1** or **Scene C1**, where a random villager (either an orc or elf, respectively) approaches the characters with word of two missing scouts. The scouts went on patrol two days ago and hasn't yet returned. The villager fears that they may have been wounded or killed by the local fauna.

PREREQUISITES

This bonus objective can be pursued after they visit Hagsplitter Grotto or High Elm in **Episode 2**. The **Ambush! map** can be used for this encounter.

BONUS OBJECTIVE A

Surviving the krenshar ambush and finding the missing scout's body lair is **Bonus Objective A**. The characters earn **1** advancement checkpoints and **1** treasure checkpoint for completing this objective.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The path widens a bit as it rounds a corner. The ever-present brush is still here, but not quite so dense as it has been elsewhere. A mangled body lay in the middle of the path.

Lighting & Weather. The area is dimly lit during the day and completely dark during the night.

The Body. The body is that of one of the missing scouts (orc or elf depending on which settlement the characters visited) and is mutilated and partially eaten—no doubt by whatever killed it. Its backpack has been torn from its body and its contents strewn around the area. Only a few tools and pieces of traveling equipment (a torn blanket, a punctured waterskin, and a flint and steel) remain. Marks near the body indicate that something large was dragged off of the trail and into the nearby brush.

CREATURES & NPCs

Unbeknownst to the characters, four **krenshar** (**elder krenshar** at tier 2) lurk in the underbrush nearby. As the characters investigate the body, they attack. Characters with a passive Perception score of 13 or higher aren't surprised.

ADJUSTING THE SCENE (TIER 1)

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace three **krenshar** with a **wolf**
- **Weak:** Replace three **krenshar** with four **wolves**
- **Strong:** Add a **krenshar**
- **Very Strong:** Replace two **krenshar** with an **elder krenshar**.

ADJUSTING THE SCENE (TIER 2)

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace two **elder krenshar** with two **krenshar**
- **Weak:** Remove an **elder krenshar**
- **Strong:** Add an **elder krenshar**
- **Very Strong:** Add two **elder krenshar**

Objectives & Goals. The **krenshar**, not satisfied with the two scouts they slew earlier, have it in mind to kill one or two of the characters and drag them back to their lair to snack on later.

PLAYING THE PILLARS

This section contains guidance from the adventure designer to help you accommodate players who prefer to explore fun ways to utilize the pillars of play in dealing with encounters.

Combat. The krenshar are ambush predators and attack from all sides—using their Scare ability to prevent other creatures away from their quarry. They're ambush predators, so make efficient use of Nimble Escape—preferring to flee into the underbrush, hide, and attack their prey from a different direction. The last krenshar flees once all of its packmates have been slain.

Exploration. Following the drag marks leads the characters to the krenshars' lair. If the characters succeed on a DC 11 Wisdom (Survival) check (DC 13 at tier 2), they find it within the hour. Otherwise, it takes them the better part of half the day traipsing around the forest to find it. Within the lair are a few krenshar pups all gnawing on the dismembered and naked corpse of the second missing scout.

Social. The krenshars are disinterested in what the characters might have to say. Additionally, characters foolish enough to try and take one of the krenshar pups to rear it as a pet has a hard time of it. At best, it sneaks off in the dead of night. At worst, it grows up a bit, kills the character, eats its body, and then sneaks off in the dead of night.

TREASURE & REWARDS

Characters exploring the krenshars' lair find:

- A backpack containing 2 days of rations, an explorer's pack, and a *potion of growth*.

CREATURE STATISTICS (BONUS OBJECTIVE A: THE HUNTER BECOMES THE HUNTED)

KRENSHAR

Medium monstrosity, unaligned

Armor Class 13

Hit Points 49 (9d8 + 9)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 14 (+2) | 13 (+1) | 3 (-4) | 11 (+0) | 13 (+1) |

Skills Perception +2, Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Nimble Escape. The krenshar can take the Disengage or Hide action as a bonus action on each of its turns.

Keen Hearing and Smell. The krenshar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mottled Fur. The krenshar has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Pounce. If the krenshar moves at least 20 feet straight toward a creature and then its it with a bite attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The krenshar makes two attacks, only one of which can be a bite attack. It then uses Scare.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Scare (Recharge 5-6). The krenshar retracts the skin of its face. One creature it can see within 30 feet must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ELDER KRENSHAR

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 14 (+2) | 18 (+4) | 13 (+1) | 3 (-2) | 11 (+0) | 14 (+2) |

Skills Perception +2, Stealth +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Nimble Escape. The krenshar can take the Disengage or Hide action as a bonus action on each of its turns.

Keen Hearing and Smell. The krenshar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mottled Fur. The krenshar has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Pounce. If the krenshar moves at least 20 feet straight toward a creature and then its it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The krenshar makes two attacks, only one of which can be a bite attack. It then uses Scare.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Scare (Recharge 5-6). The krenshar retracts the skin of its face. One creature it can see within 30 feet must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.