

BDK1-08

“X” MARKS THE SPOT

A One-Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1

by Tom Thowe

An infamous bandit is dead, but he leaves behind a wake of robbed caravans and pillaged towns. Do the characters have what it takes to find his hidden treasure? Does it even exist? An adventure for characters level 1-6. This adventure is part one of the Legacy of the Highwayman series.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

History: Auverin Moonblade was one of the Bandit Kingdom's most infamous bandit lords, raiding caravans and guard posts for years without ever getting caught. Perhaps he was blessed with nine lives, escaping danger at the last minute. Perhaps he was a creature of another world, seeming to get out of scrapes with no mortal explanation. Or perhaps it was the fact that he had stayed alive for so long, he had contacts and safe places to hide throughout the lands of the Bandit Lords.

Moonblade was an almost mythic figure among the bandits of the countryside. He was rumored to be everything from a spirit of some ancient thief to the physical embodiment of Olidammara, the god of thieves.

During his career he had stolen from almost every faction of good and evil, and while earning himself few friends, he had gathered quite a cadre of enemies. But no one knew the man behind the mask. Nobody knew his true motivations.

Perhaps no one would. At the battle of Steelbone Meadows, he joined with the other factions of the army assembled. Some say it was to fight with the forces of Iuz, but others say it was to gain vital information to bring the elder god down. With the slaughter that ensued there came Auverin's death.

The men in his gang split up after that. Some formed their own gangs, while some gave up the highwayman life for other pursuits. Among all the men that were left in his gang that did not perish in the slaughter, none let go of his secrets—and he had a lot of them. Each member of his posse seemed to know bits and pieces, but no one knew even half of the story.

One part of the story that was well known, though, was his bounty. Auverin had collected wagonloads of treasures over the years. From the artistic masterpieces of Dyvers to rare minted gold coins from the early days of the Scarlet Brotherhood, he had it all. He kept food stores to keep him well fed in the winters, and weapon caches to keep his men armed in the summers. Even more, the bandit had information on military forces across Oerth—which alone could be sold to the highest bidder for a king's ransom (assuming it wasn't too out-of-date). It was always smart for a bandit lord to know what he might be going up against.

One of the hideouts Auverin had was located in the Tangles, a mass of unfriendly trees and brambles south of Bone Meadows. The hideout was formed with help of a female elven druid named Iliisa, who only allowed the gang's presence in the forest when they agreed to certain terms. Donations to the druid's cause and a hideout that didn't harm the forest were the largest demands, but ones that Auverin was willing to accept. Also, Moonblade had to barter with a dryad near the hideout to allow the placement of the bunker. Finally, a treant had to be satisfied that the site would not bring any more humanoids digging up the ground. With the druid's help they accomplished all of this.

In the time the bandit spent in the Tangles, a love bloomed between the druid and the bandit. They grew closer while the dryad watched on painfully, for the dryad had also lost her heart to the human.

One evening, the bandit lord left Iliisa, tears streaming down his face. Moments after he left the hideout with his men, the druid left heading a different direction. The dryad hasn't seen any humanoid face since, except for an ogre who wandered into the area recently.

In the time that the bandit hideout has been abandoned, the dryad has come to the realization that the humans are not coming back. Her love for Auverin, her jealousy toward Iliisa, and her disgust with society as a whole have caused her to begin the process of destroying the hideout.

Back in the civilized world, the death of the bandit lord swung the hunt for his horde into action. Former members of his gang tried to piece together what they thought they knew. Some who claimed they knew even more vanished without a trace. Some rogues commented that they thought it unlikely that Moonblade would put all his treasures in one location—all his eggs in one basket. However, it was all conjecture. No one knew for sure...until perhaps now.

Introduction: A map has recently surfaced in the Edge (a town along the border between the badlands leading to Riftcrag and the plains toward Rookroost) during the Festival of the Blue Moon.

Encounter 1—The Bouncer Job: The PCs find themselves as bouncers in a small inn called the Stone Flower where the PCs have the opportunity to get a treasure map from a local scam artist.

Encounter 2—The Mugging: (optional) If they didn't get the map from Jabith in encounter 1, they must rescue him from street thugs here.

Encounter 3—The Map: The PCs must figure out what the map means, and where it leads. They can do this on their own, or by searching the town for information.

Encounter 4—Search for Information: If the adventurers go to a sage in town (part A), they will be directed to a bard named Quellan (part B) who may join the group or tail them. If the PCs aren't careful in searching the town for information, a bandit named Yalek may begin to tail the group (part C). Both men run gangs of various types.

Encounter 5—The Trip: The characters make their way to the Tangles and cut their way through the thick undergrowth. They find a stream that leads to the pond on the map. Aside from spotting a possible tail, this part is pretty uneventful.

Encounter 6—The Pond: A treant watches over the pond, along with a dryad's tree. On one side of the pond is a boulder that marks the point from which the bandit hideout can be found.

Encounter 7—The Hideout: A well-hidden trap door leads to the loosely-packed earthen walls of one of the infamous bandit's unknown hideouts. Populating the abandoned dungeon are a dire wolverine and/or cubs, giant centipedes, traps, and the dryad, who is searching for signs of what has happened to her lost love.

Encounter 8—The Ambush: As they leave the dungeon, any bandits following the group take the opportunity to ambush them and take what they can, not wishing to risk possible death traps and pit-falls. If both groups are there, a larger battle could ensue. If no bandits followed the group from town, bandits from the countryside ambush the group.

Conclusion: Once the adventurers leave, if they told the dryad of Auverin's fate, she appears and thanks them for the information on Auverin. She bids the group farewell with a reward as they push their way back through the forest. Along the way, they come to a dramatic scene leaving them something to ponder over.

It is strongly suggested that DMs write down spot, search, innuendo, and sense motive checks before the game. The DM should make the rolls himself, so as not to tip off the players of what is happening or if they rolled successfully.

INTRODUCTION

Please read the following the players:

Please remember that this is the Living Greyhawk campaign. Different rules apply in the Bandit Kingdoms; heroes can be made, bought, or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what will be the ramifications of any decisions I make, whose bad side do I not want to be on, and when will I need to call in a favor. Remember, everything's negotiable, and some things are more negotiable than others.

The Adventure Begins...

A fairly sizable town resides along the beginning of the badlands. The city known simply as the Edge is holding the Festival of the Blue Moon today, and the streets are busy with celebration. Well, perhaps celebration is not quite accurate. In a city like this, the mood can never be too joyous, and this party is no exception. Revelers drink to drown their sorrows in ale more than for any joy of liberation.

Fifty-three years ago, Lord Kymer Dauntel liberated this town along the barren wastes during a bloody revolt, resulting in the death of Baron Drosk. The Baron kept the city in his iron grip for decades, squelching freedom of religion and keeping taxes unbearably high. The night of the revolt, a blue moon watched over the battle, and it is said this gave the rebel and his men the luck they needed to win the conflict. In celebration of that night, each year the streets of the city are lighted with lanterns that show an eerie blue light, while drinking patrons wander from tavern to tavern 'spreading the word' as it has come to be known.

Of course, Lord Dauntel was little different from the former Baron, in the end. He had his own oppressive ways, and the people soon realized that he was no better than the last ruler. When the armies of Iuz seized the land, he was quick to acquiesce to the demigod's demands. But still, the yearly festival goes on, moon or no moon, Baron or no Baron, Iuz or...well, Iuz.

ENCOUNTER 1: THE BOUNCER JOB

You've found some work in a local inn called the Stone Flower. The innkeeper, Lia Pepperdow, has asked you to watch over her establishment for the night to make sure the festivities don't get out of hand. She also doesn't want trouble with the troops of Iuz, stationed not far from here. In return, she offers a few gold, a warm meal, and a room for the night.

The party will be paid 3 gp each, and given a very small private room for the night. In the morning, they will be given their payment, along with breakfast. This is all Lia is willing to give out for her inn's protection, since she normally has a bouncer to watch for things. Her bouncer (and husband) was recently arrested and thrown in jail by some local orc guards for breaking up a fight in her inn. He mistakenly sided with the humans who were getting pummeled by the orc guards in the bar fight.

Although her bar and eating area is fairly small considering the taverns on the street, she doesn't rule out the possibility of trouble. She is willing to make sure the party is there to curb problems, at least until her husband gets out of jail. Of course he won't get out. He is scheduled to be put in the salt mines for 3 months—something Lia is unaware of.

❖ **Lia Pepperdow** (female Human Com 1; Sense Motive 1, Diplomacy 3) is a woman in her mid-30s with long, black, straight hair. She has little patience for foolishness, but she still keeps a smile for the customers even in the face of a rude orc.

As the evening goes by, the bar will start to fill up. Patrons from other bars and taverns in various stages of drinking will make their stop to 'spread the word' by having a drink and talking with other patrons. Although the Stone Flower is primarily an inn, not a tavern, it's on a well-traveled street and gets a fair amount of traffic. It will become obvious to the PCs during the night that these cramped quarters are not well suited to hosting large groups of people. The crowd ranges from commoners and city watchmen to orcs and hobgoblins in Iuz's standing army.

As the evening turns into night, the crowd in the small bar begins to grow. Patrons walk through the open doorway, mug in hand calling out "Have you heard the news?" like they're introducing themselves to the room. After a while, you accustom yourself to the constant acclamations and focus on the crowd itself.

The gathering patrons are made of a hodge-podge of humans, orcs, and hobgoblins. The smell of alcohol mixes with the sweat from different races to make a potent aroma. It may be difficult for squeamish PCs to handle the smell for long.

Most of the thieves in town are hanging out in the bigger and busier taverns, but one scam artist has heard that Lia's husband is not in attendance. He takes the

opportunity to work the crowd and see what suckers he can hook.

As PCs keep watch the crowd, they may see one individual near the end of the bar who seems to be showing another man something in his cloak (Spot DC 10). Looking around conspiratorially, he mutters a bit, and money changes hands before he moves on to the next stool.

❖ **Jabith the Charlatan** (human male Exp1, Dex 14, Cha 15, Appraise 2, Bluff 4, Diplomacy 4, Disguise 1, Forgery 2, Gather Information 3, Innuendo 1, Listen 2, Pick Pockets 3, Spot 3, Sense Motive 2) is a scam artist.

He is a little man, whose eyes constantly scan the room for danger—or the next score. His cloak is lined with parchments half-exposed with various scribbled maps on them. He's made most of them himself, but will deny it unless threatened severely. He will try to sell the party some of his maps, and won't make trouble. He sees himself as an entrepreneur just out to make a few coins. He even keeps his pick pocketing down to a minimum (easy targets, only).

When Jabith talks to a PC:

With a glance around to see who might be listening, he looks at you and grins. "Ay friend. You look like the adventuring type. You might be interested in a once-in-a-lifetime offer." He opens one side of his cloak to reveal the inner lining. Pinned to the inside are scrolls of various sizes and shapes, half exposed to reveal tantalizing locations of who-knows-what. "What I have here is one-of-a-kind treasure maps, collected from around all of Oerth! I've traded with merchants 'n pirates across the land, an' they guarantee these as the real deal. Now I know whacha thinking 'Then why doncha go off an' get your own treasure?' Well see, I'm just a city bloke— ain't interested in risking my neck for a king's ransom, but maybe you are..."

Jabith's got 11 maps that he's made in various styles stuck on both sides of his cloak, and he'll have stories for each one. PCs can make a Forgery check DC 10 to notice the similarities, or 15 without a close examination. The 12th map, however, is a map of actual worth. There is a scroll tube sticking out of one inner pocket, capped and partly covered in dried blood (which should tip PCs off that it's different). Jabith picked it off a dead body in an alleyway, though he'll come up with a more fantastic (and in his mind, sellable) story for its origins. He won't ask for more than 5 gold (unless he talks w/a PC who looks like they could afford more), but he needs at least 1 silver to pay for the parchment.

Jabith has opened the map once since he found it. The seal shows the dried blood stain broken, but Jabith didn't know really what to make of it, so he stuck it in his cloak to sell. See Encounter 3—The Map.

The stats below are for patrons in the bar, but do *not* feel free to start a bar fight—there's enough to do in this module to not worry about that. This is left only if PCs press a fight with someone. If need be, have PCs spot

Jabith being accosted (Encounter 2—The Mugging) out a bar room window to speed things along.

The inn is packed, but aside from some drunks who want to make their stools their homes, no fights should break out during the night.

🗡️ **Orc Barbarians, male orc Bbn1** (3): CR 1; Medium-size humanoid (orc); HD 1d12; hp 12; Init +0; Spd 40 ft.; AC 12 (touch 10, flat-footed 12); Atks +4 melee (1d3+2 subdual, fist) or +4 melee (1d12+3/x3, greataxe); SQ Darkvision 60 ft., light sensitivity, Rage 1/day; AL CE; SV Fort +4, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump +2, Listen +4, Ride +2, Spot +2; Alertness, Power Attack.

Possessions: leather armor, great axe, 1d4 sp.

🗡️ **Hobgoblin Sergeant, male hobgoblin Ftr2** (2): CR 2; Medium-size humanoid (goblinoid); HD 2d10+3; hp 18; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d3 subdual, fist), or +3 melee (1d8/19-20, longsword), or +4 ranged (javelin 1d6); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +2, Handle Animal +4, Hide +1, Listen +3, Move Silently +3, Ride +4, Spot +3; Alertness, Combat Reflexes, Mounted Combat, Weapon Focus (longsword)

Possessions: studded leather armor, long sword, 3 javelins, 1d6 sp.

🗡️ **Human Town Guard, male human Warr** (3): CR 1/2; Medium-size humanoid (human); HD 1d8; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atks +2 melee (1d3+1 subdual, fist) or +2 melee (1d8+1/19-20, longsword); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 11, Cha 10

Skills and Feats: Climb +2, Craft +2, Handle Animal +2, Jump +2, Listen +1, Ride +3, Spot +1; Combat Reflexes, Weapon Focus (long sword)

Possessions: leather armor, long sword, dagger, 1d6 sp.

🗡️ **Human Commoner, male human Com1** (3): CR 1/2; Medium-size humanoid (human); HD 1d4+3; hp 6; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3 subdual, fist) or +0 melee (1d4/19-20, dagger); AL N; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +1, Craft/Profession +4, Handle Animal +4, Jump +1, Listen +1, Ride +2, Spot +1, Swim +1; Toughness, Run.

Possessions: dagger, 1d10 cp.

ENCOUNTER 2: THE MUGGING

Note: Do not run this encounter if the PCs got the map in the Introduction.

Run this encounter later in the night if the PCs get out on the street, or in the morning if they don't step out on the street until then.

Down an alleyway across the street, you can make out two figures accosting a third. As the street lights (morning light) filter(s) in from the street, you see the glint of metal...

Two thieves are pressing Jabith for coins. He hasn't made a regular habit of paying thieves' guild dues, and he's overdue for some payback. If they can't get money, they'll take it out of Jabith's hide. All Jabith wants to do now is get away from these bruisers, and any help the PCs can give would be greatly appreciated.

While the Edge's guild is separate from the Rookroost guild, it has enough ties that someone with clout in the RTG could get the strong-arms off Jabith. A intimidation role must be made (DC15), with a +2 modifier for RTG members, as they are able to use their knowledge to their advantage.

🗡️ **Human Thug, male human Rog2** (2): CR 2; Medium-size humanoid (human); HD 2d6+2; hp 11; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +4 melee (1d3+3 subdual, fist) or +4 melee (1d6+3/19-20, short sword), or +2 ranged (1d4+3/19-20, dagger); SQ Evasion, Sneak Attack +1d6 AL NE; SV Fort +1, Ref +4, Will -1; Str 16, Dex 13, Con 12, Int 9, Wis 9, Cha 10

Skills and Feats: Appraise +2, Balance +1, Disguise +3, Hide +4, Innuendo +5, Intimidate +5, Listen +3, Move Silently +4, Search +2, Sense Motive +3, Spot +3, Tumble +5; Improved Initiative, Power Attack

Possessions: leather armor, short sword, 2 daggers, 6 sp each.

If a single thug take more than half his hit points, then they both flee, one after the other. It's just a job, after all.

If the PCs rescue Jabith from certain bruising and scarring, he will reward them with the bloody treasure map scroll. The way he figures it, since he didn't work at getting the map, he loses nothing by giving it away. He'll still make a big production out of it, however.

ENCOUNTER 3: THE MAP

This scroll has seen its better days. The bone tube is plain and uninspired, aside from the engraved scroll caps. Weathered and worn, with holes and bloodstains, the parchment itself is still intact, more or less. The tube obviously was not weather-tight, and the elements have worn the map down, but it's still readable.

See Player Handout 1.

There are a number of ways to learn more about the map.

Skills are the easiest. PCs with Profession: (bandit) can make a check (DC 10) to recognize the symbol as the mark of Auverin Moonblade, the infamous bandit. At a DC 15, they know he was rumored to have collected

hordes of treasures through the years, rumored to be hidden somewhere in these lands. At a DC 20, they know he died at Steelbone Meadows, and was known to attack areas around the Tangles. This is all on one roll. PCs with Knowledge: Bandit Kingdoms can make a similar roll at +7 DC (ex: DC 12, 17, & 22). Even the Bardic Knowledge ability can be used—as the Knowledge (Bandit Kingdoms) check. Heraldry might work, but since his symbol was never an official mark, the only thing they'd know of is the first difficulty level (DC 15).

If they try to find someone who knows about the map, they may tip off other rogues and bandits who would be interested in getting the bandit's treasure. Much of what other groups do depends on how the PCs handle the map and its information.

If PCs try Information Gathering, give them a DC roll of 10, 15, and 20. However, any success means rogues in the town are tipped off, and pass along the information to Yalek's group (see encounter 4C). If the PC states he is being cautious, add +5 to the roll, and the information will not spread. If he rolls 5 or less (after modifiers), have him re-roll under the original difficulty, but the rogues of the city are alerted whether he makes the second roll or not.

Needed to get PCs to take—either:

- A. Profession (Bandit) DC 20.
- B. Knowledge (Local-Bandit Kingdom) DC 22.
- C. Information Gathering DC 20 (or 25 if being cautious).
- D. Bard Knowledge DC 22
- E. Quellan as guide <Encounter 2 B>.

At the various skill rolls, use the below text from the beginning, stopping when appropriate.

At the lowest DC level the PCs can ascertain:

You seem to recall (You've heard on the street about) a bandit who was called Moonblade. He made himself known among the rogues of the country by being perhaps the most successful bandit of them all. He was renowned for getting away with the big scores. It's been said that he got away with more than his share of a king's ransom...many times over, in fact. He supposedly hid his stashes throughout the countryside, but no one ever knew exactly where.

At the Next DC level:

Of course, it's all a great mystery now that he's dead. Killed at Steelbone Meadows. Some say he was there to join the armies of Iuz, but a few actually speak of highly placed spies working for the bandit. There was supposedly going to be some sort of double-cross, when that insane priest jumped the gun and double-crossed everyone himself.

That massacre pretty much removed any chance of finding out who his informants were. Of course, there might be something on them in his hidden stashes. That's information a bunch of people would want to know about—not the least of whom would be the leaders of Iuz's armies.

At the highest level:

There was this one forest he was known to frequent called the Tangles. Most people seemed to think he liked it 'cause most of his pursuers didn't. There is a pond on the east side of the forest you could probably get to. Maybe it's even the one the map refers to.

The PCs could also try to go to a sage. The only one known to be in town is an expert on the Lands of the Free Lords (see Encounter 4a), and any local in town could refer the PCs to him, if they ask the right questions.

If PCs do not become proactive in getting information on the map, you can have Lia interact with the group, looking over their shoulder asking 'what's that?' Of course, she won't know, but she can direct the group to the sage. If gone from the inn, a thief on the street might play the same role.

ENCOUNTER 4A: THE SAGE

The sage you were told of lives above a general store. A stairway along the side of the building, running up the alleyway, brings you up to his door.

After a knock, "Yeah, yeah. Come in."

Walking into the upstairs room, the first things that catch your eye are the animal heads. Lining the opposite wall are the mounted and stuffed heads of antelope, moose, bear, and a number of other creatures not quite so familiar. Bearskin rugs line the entranceway, while antlers to your right reach out from the wall to hold two cloaks.

On the other side of the room is a bear of a man. His full but short beard and hairy arms remind you more of a mountain man than of any sage you've seen. He drops a hunk of jerky into a metal tray at his table while dark juice dribbles down his beard.

"What do you want, and how long's this gonna take?"

Erindalenous (male Human Exp 7 Knowledge [local—Bandit Kingdoms] 14 [total mod], AL NE) is a hunter by trade, and knows the Bandit Kingdoms quite well. Most of the heads on his wall are from the Felreev Forest, and he's proud of it. He's not generally very personable, however. He's mostly interested in getting the party out of his house, since people seem reluctant to pay for sage services lately. He'll still demand payment before he gives any help (although if he knows what the party is after, then he'll do it for a cut-rate deal, since Quellan will also pay). Erindalenous is rough, uncouth, and impolite.

When any mention of Moonblade comes up, or if he sees Moonblade's symbol, he'll be very interested, though he knows how to keep a straight face.

"Moonblade? Moonblade...yeah, I heard of him. Supposed to be some sort of big shot thug, robbing people and all. Like I care." The grizzled man picks up the half-chewed hunk of jerky beside him and gnaws on it a bit more. "I do know this fella...suppose to know a heck of a lot about bandits..."

His jaw smacks noisily as he stares at you, as if waiting for something...

After some sort of payment—5-10 gp, unless the PCs look like they can afford more—he will go on.

“Guy’s named Quellan. He’s a bard down at the Last Coin tavern. He’s been playing down there the last few nights.

Right, so that it? Great. Get out. I got better things to do then flap my yap with you monkeys.”

Quellan told him if he hears of anyone asking about the infamous bandit to lead them his way, and he’d pay the sage 20 gp. Sense Motives DC 20 to notice the sage seems more interested in the matter than he’s letting on. All he claims to know is that the man is a bard in the area, and that he knows quite a bit about the bandits of the kingdom.

Once the party leaves, the sage will leave to inform one of Quellan’s men about the group.

ENCOUNTER 4B: QUELLAN’S GANG

Quellan earns extra coins in a tavern called the Last Coin. If the party came straight here from the sage, Quellan will be unaware of the party’s interests until either they mention Moonblade’s name or symbol, or he is informed by one of his gang. If they delay, he will already be aware of their interest, but will play dumb.

The Last Coin is a seedy dive that seems to harbor the dregs of the town together in one location. The large open tavern has dozens of tables with scores of chairs and benches. The floorboards are warped with the repeated spilling of mead and ale, while the tables are stained and spotted with various unidentifiable food stains. There is a light crowd here, for a building of this size. Perhaps only a few dozen patrons fill the hall, eating meals or discussing events over the din of music coming from the opposite side of tavern. Near the corner is a handsome man with a lute in his hands, singing and playing a song about lost love. Barmaids wander everywhere, cleaning the tables and obviously wishing there were more customers, while a broad-shouldered toothless orc stands behind the bar and lazily surveys the room.

The bartender is actually one of the women wandering the tables, making sure the place is clean. With no customers at the bar, the only one there is Gummy, the orc bouncer. He’ll toss anyone out who causes a problem.

☛ **Gummy the Bouncer, male orc Mnk6:** CR 6; Medium-size humanoid; HD 6d8+12; hp 48; Init -1; Spd 50 ft.; AC 12 (touch 12, flat-footed 12); Atks +8/+5 melee (1d8+4, unarmed), +1 ranged (1d3+4 subdual—his mug); SQ Evasion, flurry of blows, slow fall, stunning attack 6/day DC 15, AL LN; SV Fort +7, Ref +4, Will +7; Str 19, Dex 8, Con 14, Int 9, Wis 15, Cha 7

Skills and Feats: Innuendo +2, Intimidate +2, Jump +4, Listen +3, Profession (bouncer) +4, Spot +4; Deflect Arrows (bat them away), Dirty Fighting*, Improved Trip, Improved Unarmed Strike, Knock Down*, Power Attack

Possessions: wooden mug tied at waist, 15 sp.

*These Feats are from *Sword and Fist: A Guidebook to Fighters and Monks*, and are reprinted in Appendix X of this adventure.

Gummy does not look—nor act—like a monk. He looks, acts, and fights as a barroom brawler (i.e., his combat style often consists of head-butting, and kicking opponents while they’re down—see the Knock Down feat). He is still lawful, however, and has a job to do. Don’t kill patrons, even if they’re drunk. Just throw them out. Or pummel them into unconsciousness, and then throw them out.

During the conversation with Quellan, you might have Gummy throw out a drunken patron, if you’re doing all right with time. It might lead to combat with a PC, but Gummy can handle himself—and he’ll only use subdual attacks, with no minus to hit (and any unarmed attacks on him provoke attacks of opportunity).

The song ends, and the bard looks down into the hat near his stool. With a frown he swipes it up, wanders over to a nearby table and sits down, slapping the empty cap on his head.

Quellan has not been doing well here. He’s been trying to earn some coin playing a bit, but since he’s not that good, he hasn’t been able to play in the busier venues. Instead, he’s been keeping an eye out for anyone he can rip off.

He’s also been looking for anyone who knows about his old gang. He was a member of Moonblade’s gang years ago, and knows some of his habits and hangouts, but doesn’t know enough to really profit. He’s been keeping an eye out, though, and at the first sign that they are interested in him, he’ll pour on the charm, in a sort of bumpkin way. He doesn’t want to appear competent enough to be a threat, but not incompetent enough to ignore or leave behind.

If Quellan is unaware of the group’s goal, Harred, a member of his gang will inform him shortly after the PCs arrival by walking up to the bar and using innuendo to tell him. If he already knows, Harred will just be telling him something he already knows, but he’ll still tell him. Quellan will excuse himself to go up to the bar and get a drink when he sees Harred enter. The two will keep their backs to the group at the bar, but if anyone can get an angle and see them, the PC can make an Innuendo check DC 15 to realize what’s being said—or DC 20 if over 30’ away. Otherwise, there’s no way to visually associate the two, since they’re standing at different ends of the bar.

If the PCs go somewhere else before coming to the bar, Quellan will already know what’s up, but will play dumb.

Once he knows what the group is interested in, he’ll try and position himself to come along.

“Moonblade? Oh, hey...he’s well known. Famous, even! Well, I guess it’s more of an infamous situation, but that still counts! I know quite a bit about him. He used to rob all the other bandits of all their treasure, and hide it all away in the countryside! Yeah, I even heard he worshipped Iuz! I’ve collected all sorts of stuff on bandits all over the Free Lords’ holdings, but he was the best. At least, he was until he died at the Steelbone Meadows...”

He won’t offer to take a cut, since he wants the treasure all to himself - he’ll phrase it that he’d just be happy documenting the finding of an actual legend! He even knows some of the places Moonblade used to hang out, one of which was the Tangles. He knows about the pond, but not the location of the hideout.

If he can manage it, he will tag along with the group, and his gang will follow. If not, he’ll follow along with the rest of his gang, all of whom were at one time members of Moonblade’s gang. They will trail with the aid of the sorcerer’s falcon familiar. Anyone can make a Wilderness Lore or Knowledge: Nature roll DC 20 to notice the trailing bird in the distance. Once the group enters the forest, the bird will fly closer to keep them in sight (DC 15). The roll is not to notice the bird itself, but to realize that the animal is acting differently than normal hunting birds do. There is no way to be able to tell that an animal is a familiar just by looking at it. Don’t bring up the bird unless the roll is made, or if PCs ask about keeping an eye out for birds.

For a list of his gang, (see DM’s Aid #1). Quellan’s group travels on light horses. When they reach the Tangles, they will hide the horses in a small grove a few minutes to the north.

ENCOUNTER 4C: YALEK’S GANG

Yalek is a thief of some note in the town. At least, Yalek seems to think so. He’s collected a street gang of thugs and cutthroats. If he’s gotten wind of the supposed treasure of Moonblade, or even that some strangers are asking about the famous bandit, he’ll tail the party using lookouts and his men who know how to track.

While in a town, or in places where there are a number of different people, he will have lookouts. Yalek will rotate the tails from various members of his gang, so they don’t draw suspicion. While in an inn or other building, he will rotate watches so the party doesn’t sneak out. Lookouts will only watch the front of buildings, unless they’ve tipped off the rogue that they know they’re being followed. The party could sneak off out a back door or window. If the tail thinks the party is being extra careful, then there will be an additional tail helping out who will go around back of buildings as needed.

For figuring if the PCs realize they’re being watched, Spot check DC 24, or a DC 19 if the PC has at least 5 levels of Innuendo.

When the party leaves town or goes off the main road, they will be tracked. The bandit group will stay out

of view, ranging between half an hour and an hour away. There is a scout (one of the trackers) who keeps an eye out for the group, and who will warn the bandits when the party has stopped so that the thieves don’t just blunder on to the encamped group. He still might be spotted if the party is looking for that. Anyone who states that they are keeping an eye behind them can make a Spot check DC 17 to see the lone figure when he accidentally gets within view.

See DM’s aid #2.

They all have riding horses of low quality (half value). If the party becomes aware and tries to out-run them, the horses will each have to make Fortitude checks for any speeds higher than base, DC 10, each 10 minutes. Failure means they will have to slow down and lose the party. Checks need not be made for runs or sprints of less than 10 minutes.

When the group gets to the Tangles, one person stays behind to watch the horses. If both groups are working together, he is still watching the horses.

In the event both Yalek’s and Quellan’s groups begin trailing the party, before the group reaches the Tangles, the two groups will meet and fight. Those that survive and don’t flee will team up to follow the group as Quellan’s new group (put the two groups together, but cut Yalek’s group down to Yalek and 2 thugs). They will use the Sorcerer’s familiar to follow the group, falling back on Yalek’s trackers if they lose the party.

ENCOUNTER 5: THE TRIP

Traveling will be up to the party. If they have horses, then the trip will be quicker. Remember to keep track of how many days the party takes to finish the adventure. The Pond is in the furthest eastern hex in the Tangles (see Player Handout 2).

The weather outside is cloudy and wet leaving the city. Most of the sky is obscured with mist, yet the rain doesn’t seem to want to fall. Leaving the Edge, rumblings across the sky follow your group ominously, while flashes in the distance signal what the weather is like to the north of your group.

The weather will loom for about two hours of travel before continuing on to the east. It will not travel south to overtake the group, and if the group travels into it, check *Player’s Handbook* page 87 on rules for bad weather. Anyone can make a Wilderness Lore check DC 15 to realize that the storm will move on. It’s there more to suggest a direction to go than any sort of obstacle.

Perhaps it’s the weather, but strangely you’ve seen little sign of other travelers—even the regular patrols that tour the countryside are missing. Little breaks the horizon ‘til you get to a line of trees to the west marking the Tangles.

The Tangles make up a mass of trees, brambles, and generally unfriendly overgrowth. It’s apparent as you go further in that this forest is not going to be easy going. The canopy of branches at the edge of the forest hangs overhead, threatening to

block out all of the day's light. Beneath, thorny weeds poke out of the undergrowth like some prickly sea of vegetation. It's difficult to keep your skin from getting cut, and your clothes from being torn.

Find out how the party is traveling. See how the party is dressed, and what precautions, if any, the group is taking to keep supplies from being damaged and torn. Travel will be painfully slow if they don't take measures such as hacking at plant growth with edged weapons. Horses cannot make their way through the overgrowth in the forest, so find out what the party does with their mounts. Also, be aware of possible trailing groups from Encounter 4b or 4c.

ENCOUNTER 6: THE POND

The forest noises have been around you for hours now. The sounds of crickets and locusts and who-knows-what-else echo around you like an insect symphony. The musical cacophony masks the sound of a small stream running through the forest, or at least it does 'til you find yourself splashing into it. No wider than two or three feet, the water winds its way through bushes and trees, and on out of view.

[if Quellan is with the group]"Ah! This way!" exclaims Quellan, looking up from the water to point downstream. He's been pretty excited during the journey, and the time spent in the forest has only heightened his enthusiasm. It seems the further you travel, the more excited he gets. "Do you know what sort of story this will make? 'Search for the lost treasures of Auverin Moonblade!' It'll make me the talk of Rookroost!"

The forest has a tendency to make sure the stream gets to where it needs to go, whether it wants to or not. The shallow stream winds its way through the forest to a small pond. Over the years, the forest has redirected the stream from one place to another, but it always seems to end up coming to the same place.

As for travel, if the group decides to follow the creek, the vegetation is light enough that they will not have to cut plants down to speed their trip. If they keep it up, however, you'll need to keep it in mind once they reach the pond.

Travel along the stream is easy going, since it seems the plants directly over the water are sparser. The vegetation has gotten so light over the water that you can cover 20 or 30 feet before even needing to duck.

Following the crooked creek, you are led to a small pond perhaps 100 feet across. Looking across the still water, you can make out a few more small streams feeding into the pool. Near the other side, a lone stream leads what water is here away to other parts of the forest.

To your right, a huge oak tree looms over the pond. Its branches reach down to almost touch the surface of the water. The upper branches of the tree stretch high above the forest canopy.

To your left, a large boulder pokes out of the earth, seemingly out of place in this mass of vegetation.

The entire pond is still, save for the occasional ripples from water insects scurrying across the surface. As sweat drips down your back, you swat off the mosquitoes that are feeding on your arms and legs. Did anyone bring something to keep away the insects?

The PCs have come upon the pond along the stream directly in the center to the east.

What the party encounters depends on where they go and what they do. There should be no need to cut their way through plants, since the brambles are manageable around the pond itself. Once they make their way to the back of the boulder, to follow the map, they will have to cut their way through the forest again. Luckily, this will be out of view of the treant. He doesn't take kindly to anyone destroying the forest.

A. THE LOVERS (THE TREES):

Coming up to the large overhanging tree, you realize that it's actually two trees, intertwined and branching out in different directions. One reaches out over the water, while the other looms over the landscape, rising high into the air and mingling with the other nearby branches.

The larger tree reaching high into the branches is actually a treant. He will not make himself known unless someone harms a plant within view—or endangers any other indigenous life in the area. He also wouldn't take kindly to anyone climbing him. In the event bandits attack the party and the battle works its way to the water within view, he will stay out of it unless someone hurts a local plant or creature. Otherwise, he will not differentiate between bandits and PCs.

If the PCs interact with the treant"

On the larger tree, large eyes open in the trunk and focus on you. What once appeared as a woodpecker den now opens wide as the tree's wooden maw. "What...<crack!> do... you...<pop!>think... you're...<snap!> doing?" as the tree's head unwraps itself from the sister trunk.

The treant has made himself guardian of the area, including the dryad. If either the forest or the dryad is endangered, and the PCs are not near him, the treant will animate other trees to battle for him, while he stays entwined. If they encounter him here, he will deal with them personally, along with other animated trees. He will NOT animate the tree he is wrapped around, which is the dryad's tree.

ALL APLS (EL 8)

☛ **Treant:** hp 66; see *Monster Manual*, page 178

☛ **Animated Trees (treant can control two at a time):** As treant, except Speed 10 ft..

He knows about the bandit hideout, since he agreed to the peace treaty signed with the dryad and the druid years ago. Now, though, he wants to see the construction

destroyed. He is unwilling to tell the PCs about the dryad, but on a successful Diplomacy check DC 15, he will tell the group what he knows about everything else. (DC 20 if the party has harmed plants or animals within view, but try to make amends/apologize, and +2 circumstance bonus if the PC is obviously a ranger or druid) He doesn't wander around much, so he doesn't know what is in 'the hole the humans dug,' except that it's been quite a while since he's seen any of them. The elven druid left a few years ago.

The treant is difficult to win over, since his only experience with humans has been with the bandits, who were often evil, though the one who lead them was not, as well as the druid. Still, it will color his judgement of the group.

B. THE BOULDER:

Reaching almost 12 feet in height, the boulder looks smooth and rounded, like a stone worn down over the centuries by water from a massive river. Over time, the branches of the nearby vegetation have grown over the rock, covering it from the sky like some protective mother.

If anyone looks for tracks east or south of the boulder, they must have the track feat and make a wilderness check DC 15. If successful, they find 3 days old tracks from a large clawed beast. If they follow the tracks, they seem to wander around, and eventually lead to a large patch of brambles 12 feet high. The tracks continue on into the brambles and out of view. A druid can ignore the overgrowth and continue if he wishes. In the brambles, the tracks lead to a hole dug in the ground approximately 5 feet by 7 feet wide. The hole goes down at an angle approximately 40 feet to room 5 of Encounter 7—The hideout.

To get to the bunker, the map must be followed. From the large boulder, go 30 steps to the south, then 42 steps to the west. When the group arrives, there is nothing of note obviously around. PCs can attempt a Search check DC10 to find a tree root that must be raised to raise a trapdoor on the ground.

As you grab a root, pulling yourself toward the other side of a tree, the root shifts and a patch of ground raises up from the other side of a thorny bush. Beneath, packed earthen steps lead down into the darkness.

ENCOUNTER 7: THE HIDEOUT

This hideout was created with the help of an elven druid. Although the terrain was not harmed when it was created, now that the humans are gone the dryad is ready to demolish it, so the plants of the forest can get the full benefits of the nutrients in the soil. With the hideout gone, the reminder of the bandit leader and the love the dryad held for him would no longer plague her thoughts.

The underground structure is not stable. Unless otherwise noted, any area-of-effect spells or blows to the walls or ceiling may cause a collapse—3% cumulative

chance for every point of damage done by the attack. Any collapse will do 3d4 damage to anyone in a 10' area. Also, they must make a Reflex save DC 15 to avoid being caught waist deep in earth. Each collapse has a 50% chance of opening a hole to the forest above (the bunker is very close to the surface).

Unless otherwise noted, the ceilings here are seven feet tall.

1. Entrance

The corridor is filled with roots from the nearby tree. With the wooden fingers extending across the small passage, along with the low ceiling, you can tell this place was not designed for comfort.

The stairway leading down into the bunker is merely 10 steeply sloped steps to a narrow, curving, earthen hallway. The ground is packed from numerous boot prints, but the walls and ceiling are still soft with earthworms and mulch. Roots from the left wall stretch out into the narrow corridor, literally growing out of the wall. It is no trouble pushing aside roots to walk down, but 10 feet from the bottom of the stairs is a trap. When one of the roots 2 feet off the ground is pushed to the side by movement, a larger root tied back to the left wall covered in thorns springs forward sweeping over the trigger and 10 feet back.

✦ **Thorn Branch Trap:** +8 melee (+1 per tier), (1d6 per tier + fortitude save DC 18 giant wasp poison for 1d6 Dex/1d6 Dex—see DUNGEON MASTER's Guide page 80), Search DC 20, Disable Device DC 15

2. Fork in the corridor

The small passage runs into another mass of roots, and branches to the right and left. Hiding among the roots are some nasty vermin. The centipedes will leap out at the PCs when they approach within 10'. Note the insects have an additional +4 to their hide due to the roots. For surprise, roll hide vs. spot. Also, even with good lighting, the vermin get +1 hide for every 10' away from PCs. Those making contested spot rolls get partial actions during the surprise round.

APL 2 (EL 1)

✦ **Monstrous Centipedes, Tiny** (11): hp 1 each; See *Monster Manual* page 207.

Tiny vermin have 0 reach, so they may provoke attacks of opportunity when entering PC's space—as long as the PCs are not flat-footed.

APL 4 (EL 2)

✦ **Monstrous Centipedes, Small** (8): hp 2 each; See *Monster Manual* page 207.

APL 6 (EL 3)

✦ **Monstrous Centipedes, Small** (11): hp 2 each; See *Monster Manual* page 207.

3. Storage room

The sound of running water meets you as you enter this strangely shaped room. Around the entrance are stacks of boxes and barrels of various heights. On your right, piles of weapons and armor lay haphazardly along the wall, along with a faded painting of some castle. The roof offers a bit more stretching room, rising up to almost ten feet.

Off to your left the room extends into a more barren alcove. The back wall of the alcove is collapsed, piles of earth sloping into the room. Sitting on the pile is an extremely attractive, yet sad woman with sharp features and pointed ears. As tears roll down her face, she sits engrossed at an open book in her lap. At her feet, a small stream of water runs quickly from one side of the alcove to the other.

After a moment, the woman slowly tears a page out of the book she is reading, and sadly drops the page into the stream at her feet.

This was obviously the room where the stolen items were kept, though it was also used as an armory. The back half of the room, however, is being washed away by a small stream running through the walls. One of the streams feeding the pond has been diverted underground and is being used as a highway by the dryad to funnel the equipment and food supplies from this room to the bottom of the pond. She has manipulated the forest and its plants to help in this effort. The dryad will also eventually use the stream to wash away the walls itself. There are still some items remaining, since the barrels and boxes are big, while the stream is small. Right now, only small-sized creatures can make it down the stream to the pond, albeit with a bit of elbowroom to work.

On the opposite side of the stream is the dryad. She has found a journal that the bandit Moonblade kept. She is hoping to find evidence of what happened to him. As she reads a page, she rips it out of the book slowly, and tosses the page into the water. She feels that perhaps destroying the book will destroy her memory of the man. If the PCs don't stop her before more than 5 pages are ripped out of the book, then she will destroy the last pages of the diary, removing any sort of value the book may have (and any information it might give). See Player Handout #3.

If anyone moves into the room, make a Listen check versus the PC's Move Silently (if they're trying to be quiet). If the dryad hears them, continue.

As you make your way further into the room, the feminine figure looks up. "What? Who are you? What...What are you doing here?"

☛ **Dryad:** hp 7; See *Monster Manual*, page 78.

If the PCs come in wielding weapons, she will crouch, ready to spring to a branch. However, she wants to talk to the PCs and see if they have information about her love. If they threaten her, she will flee through one of the tree root systems behind her via Dimension Door. If she is threatened at all, she will flee and not return, since she is

by nature shy. She will save her Charm Person only as a last resort if she can't get away.

If she finds out the truth about Auverin, she will appear grief-stricken and drop the book to the floor. After a moment of taking in the news, she'll grab a root above her head and disappear.

For the Diary, see Player's Handout #3

Stored in the room throughout various crates, barrels and boxes are 14 small iron-bound wooden shields, 16 suits of leather armor, 3 suits of scale mail, 5 daggers, 12 short spears, 3 short swords, 4 long swords, 5 heavy maces, 4 light maces, 7 light crossbows, 180 bolts, 3 short bows, 2 long bows, 150 arrows, 3 glaives, 2 halberds, 90 weeks iron rations (another 30 weeks rotten and worthless), 20 gallons of ale (fair), 1200 feet of hemp rope, 2 pairs of manacles, an iron pot, 4 lamps, 2 hammers, flint and steel, 3 crowbars, a candle, 12 winter blankets, 16 sacks, 4 shovels, a tent, 2 waterskins, 7 whetstones, and 50 pints of oil. There is also a painting of a keep in Keoland worth 80 gp (if it's cleaned up—Appraise DC 20 to recognize its true value).

This is heavy equipment—1461.5 lbs. to be exact. If the PCs want to take it all, watch for the weight slowing them down (which may come into play during the ambush) as well as how they are carrying it (with the sacks?). They can sell the entire lot for 613 gp.

Any PC can make an appropriate knowledge roll DC 10 (Knowledge: Bandit Kingdoms, Iuz, generals, and the like) to recognize the name in the diary [Ivan Bonereaper] as the 2nd in command under Cranzer, a major general and Boneheart in Iuz's order. This information, and the evidence the diary provides, is worth a lot to a lot of people. Depending on who the PCs give the diary to, they could gain favor with a number of factions in the Bandit Kingdoms (see the Treasure summary).

4. Sleeping area

A large room extends into the darkness. As far as your vision can make out, overturned cots and dirty sheets line the floor, interrupted only by occasional wooden posts, which apparently keep the sagging ceiling from falling in. Further to the left, water seems to be seeping in through the wall, creating a wet sheen across half the room.

This was apparently where the bandits slept and ate. The large room is quiet and relatively empty, aside from the few scraps of rotting cloth and broken cots. The back corner of the room is starting to break away due to the water beginning to leak into the room. The stream itself is still a few feet away from the wall; so simple digging will take a while to get to the stream. If the PCs dig for the water, it will merely wash into the room, about ankle-deep. After half an hour or so, this will start to weaken the walls of the room (as per damaging the walls at the beginning of Encounter 7).

5. Watch room

What this room was used for is not quite clear. Bones of various types of wildlife litter the room, and you pick up the scent of musk in the air. To the right is an alcove that rises up a few steps into a circular sub-chamber.

What IS quite clear is the growl emanating further in the room.

Once a PC takes a step across the doorway (APL 4 and 6):

Stepping across the threshold, the growl is overwhelmed by an even deeper rumbling growl, which raises the hair on the back of your neck. Around the corner directly in front of you, a large claw sticks to the earth longer than your entire hand. The paw attached to it must be immense...and just around that corner.

To the left around the corner, a large hole has been dug into the earth. About 5 feet high by 7 feet long, it houses a small nest where a dire wolverine lives with its newborn cubs. If anyone approaches within 20 feet (basically the room—but remember her smelling distance of 30 feet), the mother will become berserk and attack. Until the PCs retreat out of the room fully out of view, she will continue to pursue and attack.

An adventurer *could* try to sneak along the west wall to the right, if they want to check out the alcove up the steps to the lookout. As long as only one person does it, and does nothing threatening (including going deeper into the room), the mother will merely growl and watch on. She's keenly aware of the group at the door, and will stay over her cub in the nest.

The PCs can use the mother's growling intensity as a guide to what they should *not* do. Players should have some sort of warning that whatever they're doing will be *bad* and will get them attacked.

Most likely, the PCs will not have a light source with them, so they will see only large eyes looming in the dark from the alcove. Those with low-light vision could make out a huge form huddling over a smaller form. Darkvision would make them out completely. PCs trying to bring light sources into the room will cause the mother to heighten her growling. Light sources near the door will still shed enough light even for humans to go along the south side of the room.

If the mother gets killed, a druid, a priest with animal friendship, or a ranger with leadership (or animal friendship) can befriend the baby. The baby is the equivalent of full-sized normal wolverine. It is too big for any sort of animal handling to work. Any PC trying to placate it would have to use animal empathy or magic. As for the mother, however, as soon as she is aware of the group, she becomes berserk, and becomes immune to any normal animal skills, as well as animal empathy. The only thing in her mind is protecting her baby.

At first tier, the mother is out hunting, and is not present. The baby will still not attack, unless characters are aggressive or enter the nest area in the tunnel.

The baby will only growl in a low tone at anyone in the room, even if they kill their mother. It will stay in the

nest and watch the group, unless it is attacked or touched (or won over with animal empathy/magic).

APL 2 (EL 0)

🐾 **Baby Dire Wolverine:** Non-combatant (See *Monster Manual*, page 204)

APL 4 (EL 4)

🐾 **Baby Dire Wolverine:** Non-combatant (See *Monster Manual*, page 204)

🐾 **Dire Wolverine, advanced 7 HD:** CR 5; Large Animal; HD 7d8+28; hp 58; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atks +10 melee (1d6+6, 2 claws) and +5 melee (1d8+3, bite) SA Rage; SQ Scent; AL N; SV Fort +9, Ref +8, Will +6; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10

Skills: Climb +14, Listen +9, Spot +8

APL 6 (EL 6)

🐾 **Baby Dire Wolverine:** Non-combatant (See *Monster Manual*, page 204)

🐾 **Dire Wolverine, advanced 10 HD:** CR 6; Large Animal; HD 10d8+40; hp 84; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atks 2 claws +12 melee (1d6+6, 2 claws), and +7 melee (1d8+3, bite); SA Rage; SQ Scent; AL N; SV Fort 11, Ref +10, Will +7; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10

Skills: Climb +19, Listen +14, Spot +13, Wilderness Lore +10

Once the room is fully searched, the PCs will find a wooden block up in the raised alcove to the right. Pulling the wooden block out will reveal a concealed arrow slit looking out from a tree to the place the trap door is hidden. This was used by bandit guards to watch the entrance when the bunker was occupied. A casual glance outside will tell the PCs this much. Now, a careful study outside, or a watcher who stands at the post for a while constantly looking out will spot a glint of metal near the entrance. The dwarf waiting for the ambush is behind a tree, and not in good view, but he's unaware of the lookout spot.

In the den area, the ground is littered with bones, plants, and insect parts.

6. Hidden Treasure

This is where the bandit Moonblade kept his valuable possessions, as well as a place Auverin eventually planned on putting a emergency exit. A spear trap guards the secret door. The door itself is a standard sized rectangular door, opening out into the hall. The trap is not on the door itself, so just searching for traps on the door alone is quite difficult (see DC below). Keep in mind, elf characters get a free search roll to find the door just by walking by (again, I suggest rolling it yourself). The

trigger on the ceiling is a small latch hit by the opening door, while the spear springs out from behind.

✦**Spring-loaded Spear Trap:** +10 melee (+1 per tier), (1d8 per tier/x3 crit), Search DC 25 (or 20 if searching on the ceiling or the wall behind the door), Disable Device DC 20

Behind the door is a ladder up going into the trunk of a living tree, 60 feet up into a tree-house-like set-up, 5 feet by 5 feet by 5 feet. Small holes in the wall provide a view of the forest treetops, though branches still obscure much of the view.

Inside the small room is a small chest filled with silver and gold coins (120 gp, 315 sp). The coffer is 2 feet by 1 foot by 1 foot. Most of the coins are local, from the silver mines, but there are some scattered coinage from far-away countries like Keoland and Yeomanry.

There are also 2 potions and a scroll in the chest, see Player Handout #4.

Though the PCs have no reason to try and sell this to other NPCs, you can make offers based on who they approach if they do try. The PCs could sell this to Jabith for 5 gold ('obscure poetry always get's'm!'), or to Erindalenous for 50 gp. To the sage, he feels it's worth the price. Just a gut feeling...

If the PCs copy the scroll, fine. Let them write it out. If they actually forge the document (must have at least one skill level in forgery, and a DC of 20+), then they can get the cert at the end of the module. If the PC specifically states he's copying the tears and rips, give him +5 to his Forgery check, but don't specifically ask if he is. If the page is forged successfully, write the Forgery check on the cert (after all modifications).

ENCOUNTER 8: THE AMBUSH

When the PCs leave the bunker, by either entrance or by noisily cutting their way out of the hedge over the wolverine's hole, they will be ambushed by whatever group(s) followed them. Note: if Quellan's or the combined Quellan's and Yalek's group tailed the party successfully, then Grorduth the dwarven warrior stands to greet the PCs. If only Yalek's group, then the party is ambushed with no warning, since Yalek's group is not confident enough. If neither group trailed, use Yalek's group statistics as a band that just happened to tail and ambush the right group (though Yalek is not with them—just replace him with an additional thug).

If the group is somehow able to sneak out, the bandits will still be waiting at the entranceway, oblivious...

*Leaning against a stump is a short armored figure holding a large shield. His other hand seems occupied, pulling brambles out of his hair. He grimaces with pain as one gets yanked out. Tossing the twig aside, he goes back to the grooming. "So, ya finally got outa dere, huh? 'Bout time, ya slowpokes! I's about ready ta *OW* go in der after ya! Ah...guess dere's no point.*

So. Ya wanna drop da treasure or what? I ain't gonna hassle ya none if ya just don't try nutin' dumb. I'm about fine w'just gettin my share, then gettin the heck outa here."

See DM's Aid #4

The dwarf's all talk. The ambush is planned, unless the PCs do give up the treasure. They'll let the group go, since that's the easier than fighting things out. Even if the party fights for a while only to then give up, the bandits will still take what loot they can and leave. They will be upset, however, at the measly pickings—it's not what they were hoping for.

There is no map, since the group may have to change its ambush site based on where the PCs come out. Tactics for each individual/group can be found below.

Yalek's group will attack without warning. Quellan's group will give the PCs a round to decide whether they want to give up treasure. If they look like they will, they'll hold off. Otherwise, they go ahead and attack.

QUELLAN GANG'S TACTICS:

Quellan: If he's with the group, he will try to position himself where he can sneak attack a spell-caster without suspicion, or in the back of the group if there are no spell casters present. If he is not with the group, he has taken 20 to hide in a bush 30 feet away from the group's exit point, and will wait to attack the first person who runs by (probably on their way to Celidine).

Grorduth: The dwarf will ready an attack for the first person to come within reach, unless the group's tier 2 or higher—in which case he'll charge the lead adventurer with his shield.

Harred: The cleric of the bandit group will have Change Self up to look like one of the PCs. He'll either approach from hiding, or invisible, and will look like a PC he's not engaging (so if a fighter in the group runs off to fight the wizard, he'll approach the PC spellcasters looking like the fighter). If invisible, he'll attack the weakest-looking person with both swords. If it's high enough tier, he'll start out with a summon monster III.

Celidine: She will be 70 feet away from the group, behind a thicket of brambles, so no one can just charge straight up to her. In order of her preferences, she'll throw Blindness or shoot her crossbow. She's not too hard to spot (DC 15), but she has 50% cover from ranged attacks with the brambles in the way.

Talon: Once the ambush begins, the bird will constantly swoop by PCs and make an annoyance of itself. It's even more dangerous when at higher APLs, it has a chill touch up. If it uses all it's touches, it will return to Celidine for a re-charge. If there is a familiar visible, he will focus attacks on it first.

YALEK GANG'S TACTICS:

Whether with Quellan's group or not, this group uses the same tactics. The thugs stay hidden in the forest, and attack from hiding, DC 22 to Spot, since the thugs took 20 to hide in bushes and brambles. They are approximately 30 feet away from the opening the PCs come out of,

whether it's the brambles at the Dire Wolverine lair or the original entrance.

Yalek has climbed a tree, and is waiting to drop down quietly behind someone for a sneak attack (he's taken 20 to hide in the tree). He'll attack someone without armor or in light armor.

COMBINED TACTICS:

If the group has combined with Quellan's group, there are only 2 thugs with Yalek (for the appropriate APL). The group will follow their respective tactics, though they'll wait for PC response as stated in Quellan's group.

CONCLUSION

Read the following two paragraphs *only* if the PCs haven't attacked the treant, nixies, or dryad, and they told the dryad of Moonblade's fate.

As you make your way away from the pond, a familiar feminine shape steps out from behind a nearby tree—it's the crying woman you saw before. "Wait. Before you go. I...I'm glad to finally know of Auverin's fate. I've felt the torment of not knowing his fate for years. Thank you for telling me."

She reaches down into the leaves at her feet, and pulls up a small twig. Running her fingers along the branch, leaves begin to sprout from the formerly dead wood. She then walks over to (the PC who gave her the news) and ties the twig around his/her collar. "Take this during your travels in this forest. Be careful of the thorns, though," she says with a faint smile. As you look at the branch noticing there are small thorns all along the stem, she turns away and actually steps into the tree beside her.

Whether the PCs told her or not, continue...

Leaving the thorny interior of the Tangles, you start to notice that the way you came doesn't look the same. The stump you remember passing by the brook's sharpest bend is not there. The gap in the trees right before you reached the pond is gone. You feel as if the forest is making it harder for you to get back to civilization.

After an hour or so, you come upon a clearing—the first clearing you've seen in this thorny hell since you left the pond. Yet this clearing doesn't seem natural. In fact, it looks like this was made by something large. Something apparently came out of the sky and crashed through the branches above, breaking not only limbs, but also trunks on its way down.

The ground below shows what appears to be a struggle of some sort. Whatever animal was attacked here didn't seem to win. Large claw marks show where the beast—perhaps a large bear—was dragged for many feet, till whatever it was took to the sky again.

After a moment of pondering, and some searching around, you begin to gather together for the last leg of your journey out, when you find something under a leaf.

A scale—a three-inch wide scale.

Perhaps its good thing that you're finally leaving...

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Introduction

Getting the correct treasure map	10 xp
-or-	

Encounter One (optional)

Saving Jabith from the thugs	25 xp
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Encounter Two

Figuring out where the pond is without any help from other NPCs (leaving nobody to trail the group)	100 xp
-or-	

Not alerting Yalek to the PCs search while talking to NPCs	25 xp
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Figuring out Quellan is not what he seems	25 xp
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Encounter Three

Taking precautions while going through the Tangles or traveling more efficiently through the Tangles	10 xp
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Encounter Four

Not upsetting the Treant	15 xp
-or-	

Appeasing the Treant once upset	10 xp
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Encounter Five

Not setting off the root trap or setting it off purposely without harm/disarming it	20 xp
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Defeating the centipedes	40 xp
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Defeating or purposely avoiding the Dire Wolverine(s) and/or its cubs	90 xp
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Finding the secret door	20 xp
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Not setting off the spear trap or setting it off purposely without harm/disarming it	20 xp
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Encountering but not attacking the dryad	85 xp
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Encounter Six

Defeating the ambushers without giving them anything	75 xp
-or-	

Defeating the ambushers but some of them get away with goods	25 xp
-or-	

Defeating bandit gang that is not part of
Quellan's or Yalek's groups 25 xp

Total experience for objectives 450 xp
Discretionary roleplaying award 0-50 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Five, room 3

- Keoland Painting (80 gp, 80 lbs., wood and parchment): a scenic picture of a faded castle in the hills. There is an ornate wooden frame surrounding the painting. This is stored in room 3.
- Auverin Moonblade's Diary (0 gp, 1/2 lbs, book): This book has no value aside from the evidence the book provides of a traitor in Iuz's midst. This can gain favor with any number of factions, depending on who the book is given to. This cert is good for two influence points with the below faction (check only one): Earl of the Tangles, Defenders of

Greenskeep, Rookroost Thieves' Guild, Men of the Rift, Other _____ (must be approved by the Triad). When the book is given to a member of this faction, the DM running the event must sign the cert a second time, and check who it was given to. From that point on, this cert is worth two influence points with that particular faction.

Encounter Five, room 6

- 2 *cure light wounds* potions (each: 50 gp, 1 lbs., in glass vial): in the coffer in secret room 6.
- 120 gp, 315 sp (in the wooden coffer in secret room 6)
- A scroll listing the poem from <Player's Handout #4>. If the PCs try to forge it and get rid of the original scroll, they must mark the forgery roll on the cert as described in room 6.

Conclusion

- Dryad's Branch (0 gp, neg. weight, wood & leaves, uncommon): This short, thorny branch has no apparent value, but it can be pinned to a collar or other clothing with the thorns. Any fey seeing the branch on the wearer act as if they had rolled +2 on an attitude Charisma check toward that character.

DM AID #1

The below stats for Quellan's group are listed for when the ambush occurs. If the group has no time to prepare, there will not be spells already cast.

APL 2 (EL 4)

➤ **Quellan, male elf Rog2:** CR 2; Medium-size humanoid (elf); HD 2d6+2; hp 11; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atks +2 melee (1d8+1/19-20, longsword), +3 ranged (1d4+1/19-20, dagger); SA Sneak attack +1d4; SQ Evasion, elven traits; AL NE; SV Fort +1 Ref +6 Will +0; Str 12, Dex 16, Con 13, Int 12, Wis 10, Cha 14.

Skills and Feats: Appraise +1, Bluff +5, Diplomacy +3, Disguise +3, Escape Artist +2, Gather Information +3, Hide +2, Innuendo +2, Move Silently +2, Open Lock +1, Perform +2, Pick Pocket +1, Profession (bandit) +5, Read Lips +1, Search +2, Sense Motive +5, Spot +2, Tumble +5; Improved Initiative.

Possessions: Longsword, 4 hidden daggers, padded armor, thieves' tools, 3 sp, 2 cp.

➤ **Grorduth, male dwarf:** CR ½; Medium-size humanoid (dwarf); HD 1d8+3; hp 10; Init +1; Spd 15 ft.; AC 19 (touch 11, flat-footed 17); Atks +4 melee (1d10+4/x3, dwarven waraxe), +2 ranged (1d4+3/19-20, dagger); SQ Darkvision, dwarven traits; AL N; SV Fort +5 Ref +1 Will +0; Str 16, Dex 12, Con 17, Int 9, Wis 11, Cha 7

Skills and Feats: Appraise +2, Listen +2, Profession (bandit) +2, Spot +2; Exotic Weapon Proficiency (dwarven waraxe).

Possessions: Dwarven waraxe, breastplate, large steel shield, 2 daggers, 15 sp

➤ **Harred, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +1 melee (1d6+1/19-20, melee) or -1 melee (1d6+1/19-20, short sword) and -1 melee (1d6/19-20, short sword), or +1 ranged, (1d4+1/19-20, dagger); SA Turn undead; SQ: Spontaneous casting of cure spells; AL CN; SV Fort +2 Ref +1 Will +5; Str 13, Dex 13, Con 10, Int 11, Wis 16, Cha 10

Skills and Feats: Bluff +4, Concentration +3, Disguise +2, Heal +1, Knowledge (religion) +1, Profession (bandit) +1, Spellcraft +1; Ambidexterity, Two-Weapon Fighting

Spells Prepared: (3/2+1; base DC = 13 + spell level) o—*detect magic, light, read magic; 1st—bless, cause fear, change self*.*

*Domain Spell; Deity: Olidammara; Domains: Luck (Reroll one roll once per day, must abide by the reroll results) Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: leather armor, 21 sp

➤ **Celidine, female human Sor1:** CR 1; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 11 (touch +1, flat-footed 10); Atks -1 melee (1d4-1/19-

20, dagger), +1 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +1 Ref +1 Will +3; Str 8, Dex 12, Con 12, Int 9, Wis 12, Cha 17

Skills and Feats: Concentration +4, Knowledge (arcana) +1, Profession (bandit) +1, Spellcraft +2; Combat Casting, Spell Focus (transmutation).

Spells Known (5/4; base DC = 13 + spell level): o—*daze, ghost sound, mage hand, read magic; 1st—burning hands, shield*.

Possessions: dagger, light crossbow, 20 bolts

➤ **Talon:** CR – (hawk familiar); tiny animal; HD 1d8; hp 2; Init +3 (Dex); Spd 10 ft., fly 60 ft.. (average); AC 18 (touch 15, flat-footed 15) Atks +5 melee (1d4-2, claws); SQ Improved evasion, empathy with master; AL CE; SV Fort +2 Ref +5 Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Skills and Feats: Listen + 6, Spot + 6 (or master's); Weapon Finesse (claws)

APL 4 (EL 6)

➤ **Quellan, male elf Rog4:** CR 4; Medium-size humanoid (elf); HD 4d6+8; hp 23; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atks +4 melee (1d8+1/19-20, longsword), +6 ranged (1d4+1/19-20, dagger); SA Sneak attack +2d6; SQ evasion, night vision, uncanny dodge; AL NE; SV Fort +3 Ref +7 Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 15

Skills and Feats: Appraise +2, Balance +1, Bluff +7, Diplomacy +3, Disguise +3, Escape Artist +5, Gather Information +4, Hide +2, Innuendo +2, Move Silently +2, Open Lock +1, Perform +2, Pick Pocket +3, Profession (bandit) +5, Read Lips +2, Search +2, Sense Motive +5, Spot +3, Tumble +7, Use Rope +2; Improved Initiative, Quick Draw

Possessions longsword, 4 hidden daggers, padded armor, thieves' tools, 3 sp, 2 cp,

➤ **Grorduth, male dwarf Ftr2:** CR 2; Medium-size humanoid (dwarf); HD 2d10+10; hp 25; Init +1; Spd 15 ft.; AC 19 (touch 11, flat-footed 18); Atks +7 melee (1d8+3, warhammer), +3 ranged (1d4+5 dagger 1d4+3); SQ darkvision, racial save bonus; AL N; SV Fort +8 Ref +1 Will +0; Str 21(16), Dex 12, Con 20(17), Int 9, Wis 11, Cha 7

Skills and Feats: Jump 1, Profession: Bandit 2

Feats: Improved Shield Bash**, Power Attack, Shield Charge**

Possessions: Warhammer, breastplate, large shield w/spikes, 2 daggers, 15 sp.

➤ **Harred, male human Clr3:** CR 3; Medium-size humanoid (human); HD 3d8; hp 16; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +4 melee (1d6+1/19-20, short sword), or +2 melee (1d6+1/19-20, short sword) and +2 melee (1d6/19-20 short sword), or +3 ranged

(1d4+1/19-20, dagger); SQ: Spontaneous casting of cure spells; AL CN; SV Fort +3 Ref +2 Will +6; Str 13, Dex 13, Con 10, Int 11, Wis 16, Cha 10

Skills and Feats: Bluff +6, Concentration +5, Disguise +3, Heal +1, Knowledge (religion) +1, Profession (bandit) +1, Spellcraft +1; Ambidexterity, Two-Weapon Fighting, Weapon Focus (short sword)

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): o—create water, detect magic, light, read magic; 1st—bless, cause fear, ~~change self~~^{*}, divine favor; 2nd—~~bull's strength~~, ~~endurance~~, ~~invisibility~~^{*}

*Domain Spell; Deity: Olidammara; Domains: Luck (Reroll one roll once per day, must abide by the reroll results) Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: leather armor, 21 sp

✦**Celidine, female human Sor3:** CR 3; Medium-size humanoid; HD 3d4+3; hp 11; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d4-1/19-20, dagger), +2 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +2 Ref +2 Will +4; Str 8, Dex 12, Con 12, Int 9, Wis 12, Cha 17

Skills and Feats: Concentration +6, Knowledge (arcane) +1, Profession (bandit) +1, Spellcraft +4; Combat Casting, Greater Spell Focus (transmutation), Spell Focus (transmutation).

Spells Known (6/6; base DC = 13 + spell level): o—daze, ghost sound, mage hand, ray of frost, read magic; 1st—burning hands, chill touch, shield.

Possessions: Dagger, light crossbow, 20 bolts

✦**Talon:** CR – (hawk familiar); Tiny animal; HD 1d8; hp 5; Init +3; Spd 10 ft., fly 60 ft. (average); AC 19 (touch 15, flat-footed 17); Atks +5 melee (1d4-2, claws); SQ improved evasion, empathy with master; AL CE; SV Fort +2 Ref +5 Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws)

APL 6 (EL 8)

✦**Quellan, male elf Rog6:** CR 6; Medium-size humanoid (human); HD 6d6+12; hp 33; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atks +5 melee (1d8+1/19-20, longsword), or +7 ranged (1d4+1/19-20, dagger); SA Sneak attack +3d6; SQ Evasion, night vision, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3 Ref +8 Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Appraise +3, Balance +1, Bluff +8, Diplomacy +6, Disguise +3, Escape Artist +5, Gather Information +5, Hide +2, Innuendo +3, Move Silently +2, Open Lock +5, Perform +2, Pick Pocket +3, Profession (bandit) +5, Read Lips +2, Search +3, Sense Motive +6, Spot +4, Tumble +8, Use Rope +5; Expert Tactician^{***}, Improved Initiative, Quick Draw.

Possessions: longsword, 4 hidden daggers, padded armor, thieves' tools, 3 sp, 2 cp,

✦**Grorduth, male dwarf Ftr4:** CR 4; Medium-size humanoid (dwarf); HD 4d10+20; hp 45; Init +1; Spd 15 ft.; AC 19 (touch 11, flat-footed 18); Atks +10 melee (1d6+6/x3, warhammer) or +8 melee (1d6+6/x3, warhammer) and +8 melee (1d8+6, shield), or +5 ranged (1d4+6/19-20 dagger); SQ darkvision, dwarf traits; AL N; SV Fort +9 Ref +2 Will +1; Str 22(17), Dex 12, Con 20(17), Int 9, Wis 11, Cha 7.

Skills and Feats: Handle Animal +1, Jump +1, Profession (bandit) +2, Ride +1; Ambidexterity, Improved Shield Bash^{**}, Power Attack, Shield Charge^{**}, Two-Weapon Fighting.

Possessions: Warhammer, breastplate, large shield with spikes, 2 daggers, 15 sp.

✦**Harred, male human Clr5:** CR 5; Medium-size humanoid (human); HD 5d8; hp 24; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +6 melee (1d6+2/19-20, short sword), or +4 (1d6+2/19-20, short sword) and +4 melee (1d6+1/19-20, short sword), or +4 ranged (1d4+2/19-20, dagger); SA Turn undead; SQ: Spontaneous casting of cure spells; AL CN; SV Fort +4 Ref +2 Will +7; Str 14, Dex 13, Con 10, Int 11, Wis 16, Cha 10.

Skills and Feats: Bluff +6, Concentration +6, Disguise +6, Heal +1, Knowledge (religion) +1, Profession (bandit) +1, Spellcraft +1; Ambidexterity, Two-Weapon Fighting, Weapon Focus (short sword)

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): o—create water, cure minor wounds, detect magic, light, read magic; 1st—bless, cause fear, ~~change self~~^{*}, divine favor, sanctuary; 2nd—~~bull's strength~~, ~~endurance~~, ~~invisibility~~^{*}, silence; 3rd—animate dead, ~~protection from elements (fire)~~^{*}, summon monster III

*Domain Spell; Deity: Olidammara; Domains: Luck (Reroll one roll once per day, must abide by the reroll results) Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: leather armor, 21 sp

✦**Celidine, female human Sor5:** CR 5; Medium-size Humanoid (human); HD 5d4+5; hp 17; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 10); Atks +1 melee (1d4-1/19-20, dagger), or +3 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +2 Ref +2 Will +5; Str 8, Dex 12, Con 12, Int 9, Wis 12, Cha 18.

Skills and Feats: Concentration +8, Knowledge (arcane) +3, Profession (bandit) +1, Spellcraft +4; Combat Casting, Greater Spell Focus (transmutation)^{****}, Spell Focus (transmutation)

Spells Known (6/5/5; base DC = 14 + spell level): o—daze, detect magic, ghost sound, mage hand, ray of frost, read magic; 1st—burning hands, chill touch, mage armor, shield; 2nd—blindness, detect invisibility.

Possessions: Dagger, light crossbow, 20 bolts

Talon: Same as Tier 2 except: AC 31 (+1 natural); SQ +speaks with master

** These feats are from *Defenders of the Faith: A Guidebook to Clerics and Paladins*. They are reproduced in DM's Aid #3 of this adventure.

*** This feat is from *Sword and Fist: A Guidebook to Fighters and Monks*. It is reproduced in DM's Aid #3 of this adventure.

**** This feat is from *Tome and Blood: A Guidebook to Sorcerers and Wizards*. It is reproduced in DM's Aid #3 of this adventure.

APL 2 (EL 3)

☛**Yalek, male human Rog1:** CR 1; Medium-size humanoid (human); HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +1 melee (1d8+1/18-20, longsword), +2 ranged (1d4+1/19-20, dagger); SA Sneak Attack +1d6; AL N; SV Fort +2 Ref +4 Will +0; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Climb +4, Gather Information +4, Hide +4, Innuendo +2, Intimidate +4, Listen +2, Move Silently +4, Open Lock +1, Search +3, Spot +3; Dodge, Improved Initiative

Possessions: Longsword, dagger, studded leather armor, thieves tools, 6 sp.

☛**Thug, male human War1 (8):** CR ½; Medium-size humanoid (human); HD 1d8; hp 4; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +1 melee (1d6/19-20, short sword), or +1 ranged (1d8/19-20, light crossbow); AL N; SV Fort +2 Ref +1 Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Hide +2, Intimidate +1, Move Silently +2, Ride +1, Swim +1; Improved Initiative, Point Blank Shot.

Possessions: Short sword, worn leather armor, 1d4 sp.

APL 4 (EL 5)

☛**Yalek, male human Rog2:** CR 2; Medium-size humanoid (human); HD 2d6+4; hp 13; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +2 melee (1d8+1/19-20 longsword), +3 ranged (1d4+1/19-20 dagger); SA Sneak Attack +1d6; SQ Evasion, uncanny dodge; AL N; SV Fort +2 Ref +5 Will +0; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 11

Skills and Feats: Appraise +2, Climb +5, Gather Information +5, Hide +5, Innuendo +2, Intimidate +5, Listen +3, Move Silently +5, Open Lock +1, Search +4, Spot +4; Dodge, Improved Initiative.

Possessions: Longsword, dagger, studded leather armor, thieves tools, 6 sp

☛**Thug, male human War2 (6):** CR 1; Medium-size humanoid (human); HD 2d8; hp 8; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6/19-20, short sword), or +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3 Ref +1 Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Hide +2, Intimidate +1, Move Silently +2, Ride +1, Swim +1; Improved Initiative, Point Blank Shot.

Possessions: Low quality short sword, worn leather armor, 1d4 sp.

APL 6 (EL 7)

☛**Yalek, male human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6+6; hp 18; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 melee (1d8+1/19-20, longsword), +4 ranged (1d4+1/19-20, dagger); SA Sneak Attack +2d6; SQ Evasion, uncanny dodge; AL N; SV Fort +3 Ref +5 Will +1; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 11

Skills and Feats: Appraise +3, Climb +6, Gather Information +6, Hide +6, Innuendo +2, Intimidate +6, Listen +3, Move Silently +6, Open Lock +2, Search +5, Spot +5; Dodge, Improved Initiative, Mobility

Possessions: Longsword, 2 daggers, studded leather armor, thieves' tools, 6 sp

☛**Thug, male human War2 (10):** hp 8 each; See above (APL 4).

DM AID #3: NEW FEATS

DIRTY FIGHTING [GENERAL]

You know the brutal and effective fighting tactics of the streets and the back alleys.

Prerequisite: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 6.

EXPERT TACTICIAN [GENERAL]

Your tactical skill works to your advantage.

Prerequisite: Base attack bonus +3.

Benefit: This feat allows you to make one melee attack (or anything that can be done as a melee attack) against one foe who is within melee and denied her Dexterity bonus against your melee attacks for any reasons. You take your extra attack when it's your turn, either before or after your regular action. If sever foes are within melee reach and denied their Dexterity bonus, you can only attack only one of them with this feat.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 6, modified by the official errata found on the Wizards of the Coast website (www.wizards.com).

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards page 40.

IMPROVED SHIELD BASH [GENERAL]

You can push opponents back by bashing them with your shield.

Prerequisite: Power Attack

Benefit: Any shield bash you make with a small or large shield also affects your opponent as if you had performed a bull rush. You don't actually move into your opponent's square or incur attacks of opportunity for the bash. You also can't move your opponent back more than 5 feet, nor can you move along with the defender. You can't use this feat with a buckler.

Source: Defenders of the Faith: A Guidebook to Clerics and Paladins page 20.

KNOCK DOWN [GENERAL]

Your mighty blows can knock foes of their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target.

Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant extra attack through the Cleave or Great Cleave feats.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 7, modified by the official errata found on the Wizards of the Coast website (www.wizards.com).

POWER LUNGE [GENERAL]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allow you to inflict double your normal Strength modifier in addition to the attack's damage regardless of whether you're using one- or two-handed weapons. You provoke an attack of opportunity that you charge.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 8, modified by the official errata found on the Wizards of the Coast website (www.wizards.com).

SHIELD CHARGE [GENERAL]

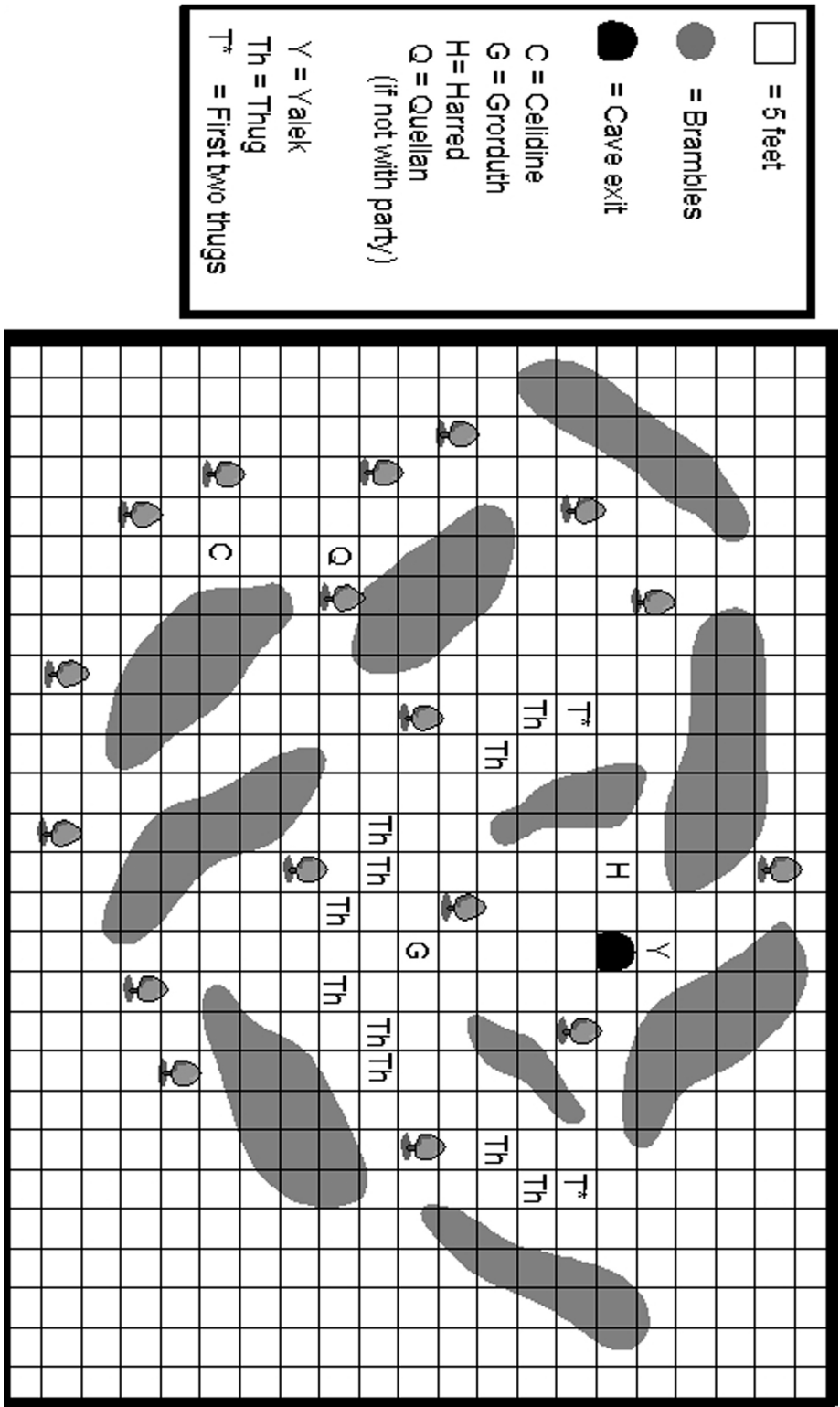
You deal extra damage if you use your shield as a weapon when charging.

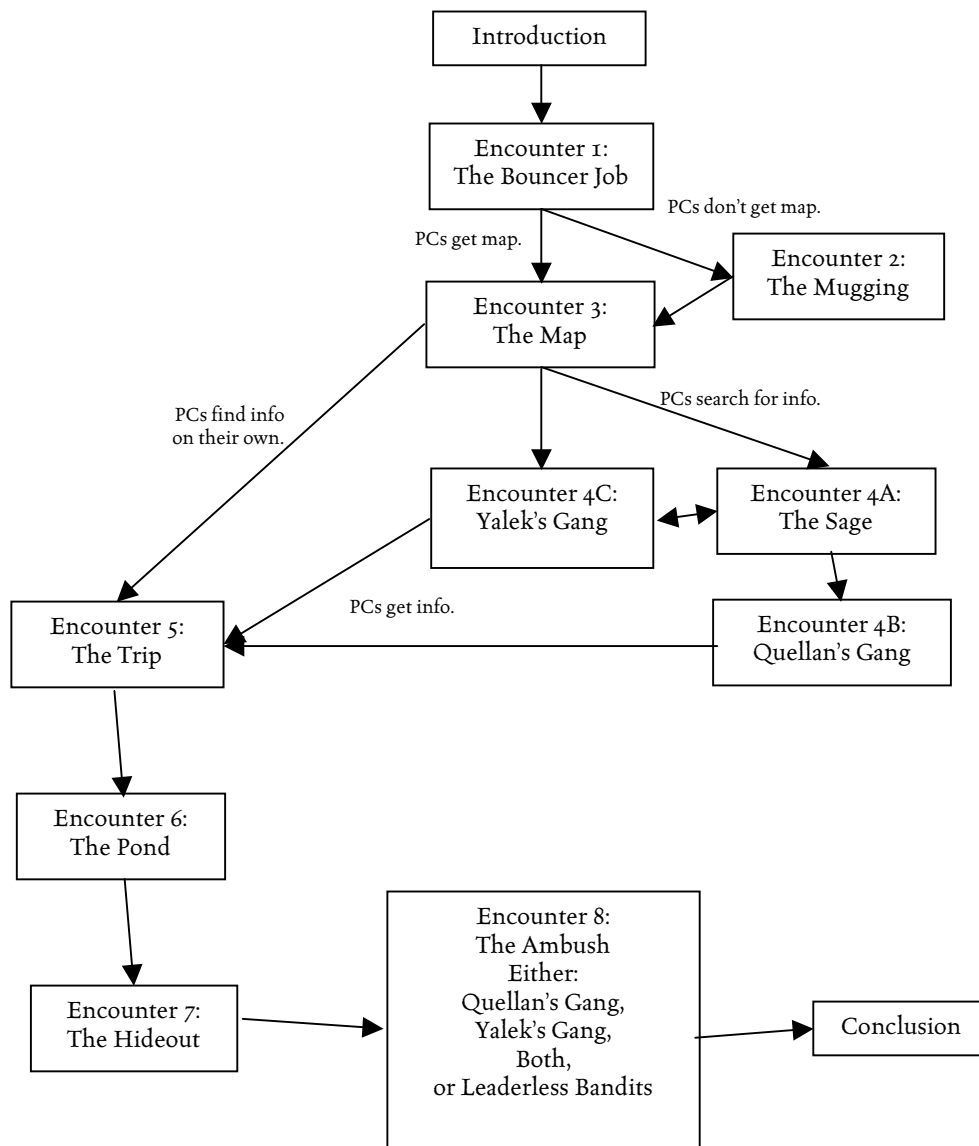
Prerequisites: Power Attack, Improved Shield Bash.

Benefit: When you attack with your shield as part of a charge action you inflict double normal damage.

Source: Defenders of the Faith: A Guidebook to Clerics and Paladins page 20.

Ambush map, showing location of NPCs if present.

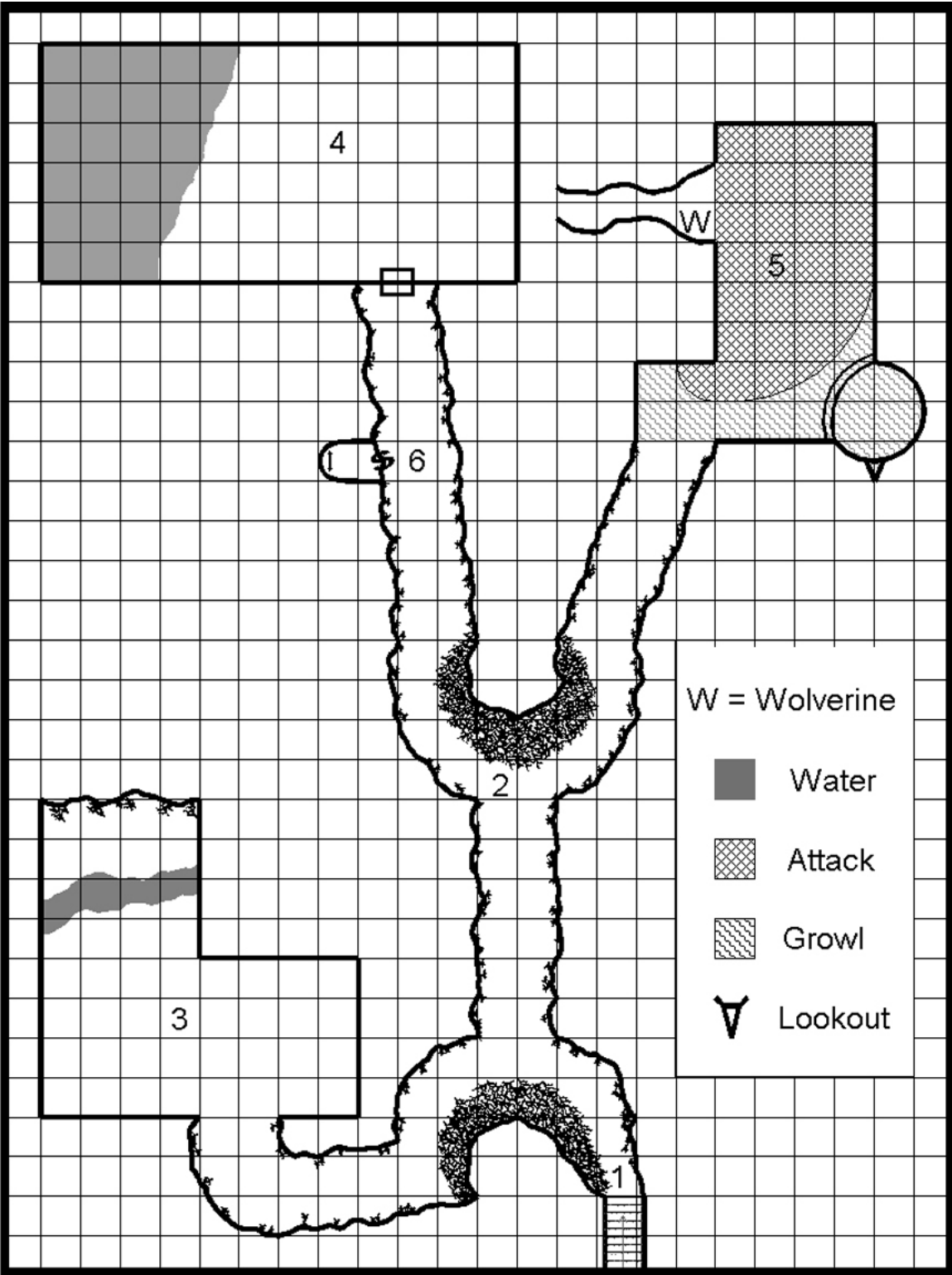




Needed to get PCs to lake – either:

- Profession (bandit) DC15.
- Knowledge (Bandit Kingdoms) DC22.
- Information Gathering DC20 (or DC 25 if being cautious).
- Bardic Knowledge DC22.
- Quellan as guide <Encounter 2B>.

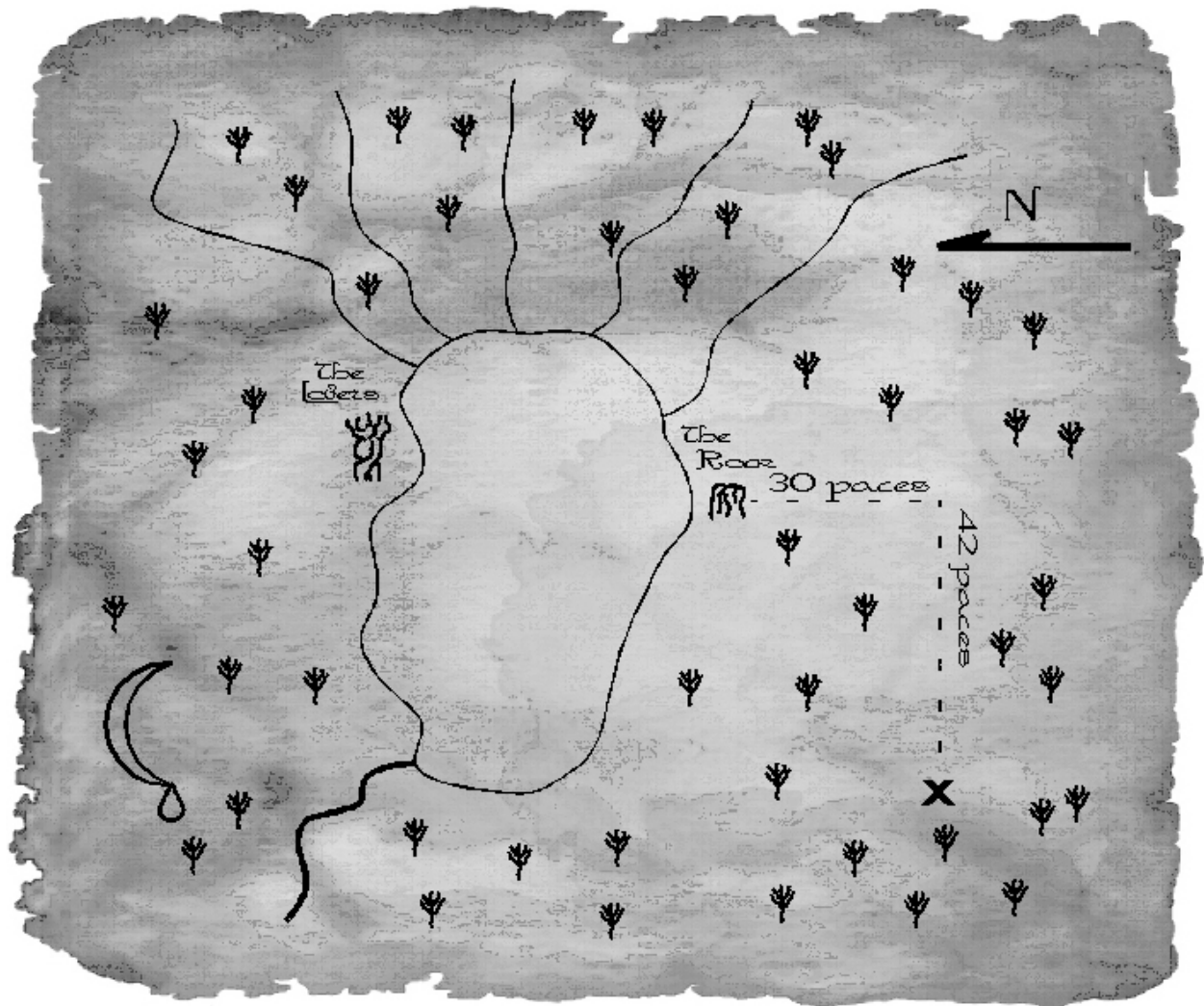
Map of the bandit hideout.



1 square = 5 feet

PLAYER HANDOUT #1

Treasure Map



PLAYER HANDOUT #2

Map of Edge and surroundings.



Scale: 1 hex = 20 miles

PLAYER HANDOUT #3

The last pages of Auverin Moonblade's Diary

...though I thought better of it. She doesn't seem to want to talk much anymore. Maybe we've finally reached that point I hoped we never would. Even though the night is colder without her by my side, I have my task at hand to focus on, and fretting over an elf who cannot deal with my life's work is not the most productive thing I could be doing now. Darlington says there's enough food to feed the boys all the way to the meadows south of the keep. We've got a long journey ahead, and I need to rest my pen.

I leave within the hour. I'm almost having second thoughts about this job, but it needs to be done. Ivan Bonereaper has not given me bad information yet, and I don't intend to let an opportunity like this slip by. An army of the size he's talking about has to have supplies aplenty that we could really use right now. It looks like all we'll have to do is put on some soldier uniforms and walk right into camp. With an assembly this size, the idea that they could be robbed is the last thing on their minds. Of course, the fact that the troops have nothing to eat or no way to repair damaged weapons will do wonders for morale. In general, this looks like a win/win operation. If I can make it into the keep proper, I might even be able to swipe some jewels off an unsuspecting priest.

Iliisa says she wants to talk to me before I go. As much as I love her, she's not talking me out of this. With one swift move, I might be able to wipe away the morale of one of Iuz's largest assembly of troops ever – and with that morale goes the army's will to fight. In any case, I have something to give her I think she'll like. By the time I get back, she'll be over this tantrum.

I know if it wasn't for her, this place would have never been built. I wouldn't have gotten the agreement past the dryad or that huge talking tree. Without her help, it would have taken me weeks to dig out the tunnels – and that would have only incurred the wrath of the human druids further in the Tangles. I'm amazed that she even sided with me.

I asked her once why she joined my band.

She said it was the same reason the dryad let me keep my gang's supplies here.

Iliisa has a tendency to dodge questions...

PLAYER HANDOUT #4

Among the strange coins from faraway lands is a tattered parchment, yellowed with age, and torn with holes by who-knows-what. It reads...

*"Into the mouth of the whale you go
Hiding y...lf so no one will know
Brimstone looks over the Boneheart's ire bound
Stone labyrinth where not a flea can be found"*

*"The wall hides the whale hides the treasure you seek
Long walk down the tail, not meant for the meek
T... Ocean's loud roar long since left well-behind
Up, back & beyond, out of s.....ut of mind"*

*"Splits the Fins is where Evil lies looming above
Three blades to the face is the act I would love
Push him you must, strong hands in the gloom
My ancestry you'll find or there find your doom"*

Looming on the text is a pair of red eyes, which seem to burn into you as you hold the page. It's glare almost keeps you from noticing Moonblade's sign at the bottom.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.