

Dine and Dash

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Eric Price

Vicious murdering robbers plague the roads outside Dyvers. Are the murderers just wild animals as some priests suggest or is something more sinister involved? A scenario for characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and 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 convention coordinator wants information as to 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 amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

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 cost of each lifestyle will be indicated at the beginning of the **scenario**. 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

This scenario was designed to be as open-ended as possible. As a result, it is much harder to judge and requires more work from you, the DM, to make everything flow together. I have tried to use a format that makes your job as easy as possible. The end goal is not to defeat the bandits but to have a good time. Because everyone comes to the table for different reasons, I tried to think of several different motivations when creating this scenario. As a result, there are a lot of potential "encounters". In a typical game round, most of them will never be used. They are included to fill in blanks for players who think outside of the box.

It is entirely possible that a table full of role-players could become so fixated that they do not have time to finish the round. Similarly, if the players are greedy and try to get agreements from several groups in the city (to maximize their profit), they will not have time to complete the scenario. Only a party that strikes a balance between roleplaying and combat has a chance of finishing the round and capturing the bad guys. An alternate conclusion is given for players that run out of time.

To account for the differing tiers that might come to the table to enjoy this scenario, various changes in the plot are presented, while trying to keep a plausible story line going. Tier One leaves the lair virtually empty and the majority of the brigands out on another foray. Each subsequent tier adds more and more of the brigand force to the lair and awaiting the PCs. Tier Two introduces Kaphas, an insane thief and the leader of this local band of brigands. Tier Three introduces Kaphas' two jackalwere companions and a visiting emissary from higher up in the criminal organization. Tier Four introduces an entire NPC party from higher up in the criminal organization.

Magic weapons for at least part of the PC party are assumed for tier three and above.

Events Leading up to the Scenario

The city of Dyvers and the surrounding area has witnessed a dramatic increase in violent criminal activity over the past two months. Merchants and common travelers alike have been found dead in the city and along the roads leading to and from it, the apparent victims of murder and robbery. The southern roads have been hit the worst. Reports of the deaths are conflicting. Many experts think wild animals are responsible for the deaths and that the robbery is post-mortem. Several High Priests from the city have been asked to inquire about the nature of the attacks, but every priest seems to bring slightly different information back regarding the murders. The High Priest of St. Cuthbert believes that wild animals are responsible for the carnage. Other priests have divined that brigands are behind the attacks. While the Magister has taken both sides under advisement, she feels the

violence is part of some sinister trade war between merchant groups who operate in the city. Still, the possibility of animal attacks, particularly in light of the evidence, can't be overlooked. With that in mind, the Magister called on the constabulary force to step up patrols and try to curb the violence, whatever the cause.

The failure of these efforts was dramatically marked however with the destruction of a military patrol on the southern road outside the city. Twenty warriors were killed and robbed. As with many of the other incidents, most of the victims showed no evidence of resisting their attackers. Following that incident, the city erupted with rumors and speculation.

Everything from harpies to green dragons to wizards and brigands have been blamed, although no proof exists to back any of those claims. The constabulary's leader is outraged by the incident and has turned his company's attention away from the road and toward the Alliance. He and his lieutenants are convinced the Alliance is behind it all, trying to stiffen the protection fees in an otherwise already high market. They have taken to punishing crime in the city quicker and more severely than the population is used to. Many of the merchant guilds are offering what bounties they can afford for the slaughter of wild animals around the city. As a result, large heavily armed hunter groups have taken to the surrounding wilderness in search of the elusive killers. Several of those groups have not returned. The majority of trade has not been disrupted, but the savagery and brutality of the crimes has not been without its price.

The group behind these brutal robberies and murders is known as the Jackals. Their guild leader, Kaphas, is a 7th-level human thief. A completely sadistic yet cowardly assassin, Kaphas suffers from delusions of grandeur. He unknowingly donned a cursed *ring of mammal control (jackals)* and now believes he is a jackalwere. With the jackals at his command, Kaphas has prospered. At first, Kaphas and his jackals attacked small groups of commoners, killing them and taking their meager possessions to support his lifestyle. After a few seasons, Kaphas went looking for more jackals to use in his conquests. That's when he met Marnis. Marnis is a true jackalwere and believes Kaphas is too, despite never having seen him change into any other form. Marnis has a mate, Erdlo, who is also a true jackalwere. Erdlo is far more skeptical of Kaphas but admits that Kaphas seems the most bloodthirsty of the three. That aside, neither jackalwere would argue that his tactics are far shrewder than their own and that they have prospered greatly under his command.

Realizing his desire to expand his guild, Kaphas has recently made contact with another more powerful bandit force with operatives in the area. As mentioned before, emissaries from that group may be in the lair when the PCs attack.

Kaphas is highly intelligent, often changing the approach and method of executing the highway robberies. Early attacks began with Marnis and Erdlo appearing as common travelers. Once inside the traveling party, they would wait until the group stopped for the evening, using their gaze attack to put their victims to

sleep. As news of the brutal slayings spread, the trio found that travelers were too nervous for the scheme to work. They quickly changed their attack, often appearing as wounded men-at-arms or a woodsman's family run from the woods by wild animals. In time Marnis took a position in the Alliance so that the group would have inside information about guild activities. Erdlo and Kaphas frequently take up jobs acting as men-at-arms in merchant caravans heading out of the city. Their most recent attack on the military patrol came from the skillful replacement of warriors. Marnis infiltrated the camp by replacing a guard before the elite group left the city. Using his blowgun Kaphas put another guard to sleep. Erdlo quickly assumed the guard's form and went about assisting Marnis in putting the rest of the camp to sleep. Once the men were sleeping the brigands came in and took the loot and weapons away from the sleeping victims. The brigands used gauntlet claw weapons to simulate animal attacks as they killed their victims. Before leaving, the jackals and their jackalwere masters feasted, leaving a mess of carnage and bloodshed and disguising the true cause of death.

All three of the bandit leaders have gone to the city at some time or another to provide misinformation about the exact cause of the deaths. They are largely the source of the rumors about dragons and harpies. They once set an entire caravan on fire to make commoners believe that a dragon or powerful spellcaster was behind the attacks. The jackal gang rarely takes more than they can carry, preferring to leave large bulky items and wagons where they lie. Occasionally, Kaphas and Marnis drive the wagons away from the original attack point to confuse would-be investigators of the true location of the gang's lair.

Lately one of Marnis' favorite methods of infiltrating is to pick up a young man at a tavern in the city and lure him away from the others. Once alone, she kills him and dumps his body in the Nyr Dyv to cover her tracks. She then assumes his form and takes his place in the ranks of the unsuspecting men-at-arms. She is likely to appear as a female hostage if the lair is attacked and things are going badly for the trio.

Erdlo, Marnis' mate and the other jackalwere, is even more brutal, attacking with weapons and his ferocious bite while in hybrid form. He does not believe that Kaphas is a jackalwere and has shared that sentiment with Marnis. He accepts Kaphas' rule only because it serves him and his mate well. He can't understand why the jackals do Kaphas' bidding and it infuriates him greatly.

Kaphas and the gang spared the life of a young mage who had been traveling with a merchant caravan a few months ago. The young man's name is Fagan. Kaphas keeps Fagan around to cast spells beneficial to his pack and to assist in guarding the entrance. The young mage tried to get away once but was quickly caught. Not wanting to waste a valuable resource, Kaphas let the jackals maim him by gnawing off his left foot, effectively preventing him from fleeing but not preventing spellcasting. While he will not directly attack the PCs if he is alone, he fears his masters far more than anyone invading the lair.

Adventure Synopsis

The scenario begins as the characters first enter the city of Dyvers. There is a noticeable decline in the trading population outside the city and prices have increased in the wake of vicious bandit attacks. The PCs investigate, leaving them free to roam the city and surrounding countryside in search of the attackers.

The scenario details many NPC encounters the party may wish to question, and provides several optional encounters where struggling or observant PCs may learn valuable information. With any luck the PCs discover the tracks leading back to the bandit lair. The party enters through one of the three entrances, depending on how thorough they search, and confront the jackals and their masters.

Chapter 1: The City

Encounters one through seven occur within the city of Dyvers. The encounters can be played in any order but encounters one and two should not be played once the PCs begin to investigate unless they become stalled for some reason. The players may very well want to split up during this phase of the scenario. Make an attempt to discourage the players from doing so. If they insist, run each encounter one at a time with the players present. Don't allow "absent" players to contribute any communications to the players present in the encounter (i.e. no table talk).

Player Introduction

As a large and free city on a major trade route, you had expected to see caravans camped out around Dyvers for miles. Instead, the famous tent town that usually squats on the eastern wall is nearly deserted. Many of the caravans you do see have been pulled into town, their masters apparently eager to pay the extra tax to conduct business within the city walls. The streets of the city are crammed with the extra people of the tent town, and moving anywhere takes twice as long.

Walking through the city streets, rumors of dragons and harpies fly from the tongues of strangers to your ears. Whatever the cause, the citizens and foreigners of Dyvers have a very real fear of something outside the city.

Inundate the PCs with rumors about the mysterious slayings. The judge is encouraged to roleplay anyone the PCs might stop on the street, creating whatever rumors he or she sees fit, regardless of how fanciful they seem. Nothing should key the PCs in to the presence of a jackalwere.

Dyvers is a large city, so PCs can find anything the DM wants to allow in the city. Should the PCs ask around a bit without clearly heading off to investigate the matter on their own, they should be directed to the palace with a well placed comment from a local (proceed to encounter 1 - the setup).

Encounter 1: The Setup

It is not necessary for the party to be hired by the city if they adopt the murder case on their own. Use this encounter to give the PCs a push if they are struggling to get started. If the PCs willingly go to the palace use encounter 1a: the Palace. If they don't seem to get the hint they need to talk to someone important, use encounter 1b: the messenger. This encounter is a setup for Encounter 2 and shouldn't be a roleplaying exercise.

Encounter 1a: The Palace

After wandering the streets of Dyvers for a while you finally make your way up a set of grand marble steps and into the Royal District. Passing guards and servants eye you warily, but say nothing as you pass. Eventually, you find yourselves at the front gates of the old palace. Several large proclamations and edicts are posted on the guardtowers that flank the entrance to the palace beyond. A quick check reveals that almost all of the notes have something to do with the slayings. A large crowd of people is gathered here, and many are angrily calling for the Magister to come out of hiding. All who approach too closely to the main entrance are turned away by members of the city guard stationed there.

Any explanations or requests given to the city guard fall on deaf ears. The guards have been instructed to allow no one entry into the palace without proper authorization.

PCs become belligerent: Have the guards threaten to call reinforcements to detain the PCs if they do not leave. While this is a lovely roleplaying opportunity, detaining the PCs should be avoided at all costs.

PCs attempt to leave: Tell the PCs a merchant just stood up and began walking south along the palace wall. You think he is motioning for you to follow him. The merchant walks to the far end of the palace wall, then crosses a wide opening to an entranceway in a nearby house before motioning again. If the PCs follow the "merchant" they are ushered into the nearby house. Proceed to Encounter 2: Meeting Darmon. If the players say nothing or for some reason do not follow the merchant, proceed to encounter 1b.

Encounter 1b: The Messenger

As you continue to wander the streets of Dyvers, a small boy runs up to one of you, tugging at the hem in (insert PC's name) clothes. Having gotten your attention, he hands you a rolled up parchment, then raises his outstretched hand, palm up - clearly waiting for a reward.

Wait for the PCs to react. Once the players indicate they want to read the letter, read the following aloud:

Fellow Adventurers, As you no doubt have noticed the city rests in dark days. Violent murders plague our caravans outside the

city. Please come to the Temple of Rao in the Old Town to discuss an opportunity I have for you to do this city and yourselves a great favor. I eagerly await your arrival, Darmon.

PCs ask who Darmon is—He is known as a city official although in what specific capacity the PCs can't recall at the moment.

PCs go to temple of Rao: Proceed to Encounter 2: Meeting Darmon

PCs ignore letter: Try to lead them toward one of the encounters that will give them enough information to get on the road – Encounter 3 (High Priest) or Encounter 4a (Caravan HQ). If the PCs go to encounter 3 or 4 and then later try to find Darmon he is not at the temple.

Encounter 2: Meeting Darmon

The player text that follows is wordy. Experienced judges may want to familiarize themselves with the diatribe and just wing the encounter in a less formal manner.

If the PCs read the letter and came to the temple of Rao, read the following, else skip to the next block of player text.

Having traveled south to the Old Town, you find yourself in the shadows of the Royal District before you finally locate the temple of Rao. Placating the nearby beggars with a few coppers, you enter the temple and look for your mysterious contact.

Start or continue reading here, depending on whether the PCs followed Darmon at the palace or went to the temple.

A tall man with a swarthy complexion and black hair steps from the shadows and raises his hand in greetings. Well met, brave adventurers! My name is Darmon. I am a representative of the city. Our prosperous city of trade has been plagued with violence and thievery of late. Merchants and commoners alike are being brutally robbed and killed, often with very little sign of resistance but with a great deal of gore. Even merchants who have paid protection money to the so-called "Alliance" are being plundered and killed. The Magister, under pressure from the merchants, has chosen the "Alliance" as the likely perpetrator of the attacks, despite the lack of evidence that such an Alliance even exists or that they are guilty of any wrong doing. I have spoken directly and in great secrecy with the Alliance guildmaster, who assures me his guilds have nothing to do with the villainous activities. Furthermore, they have suffered significant financial setbacks as a result of the murders. Despite this confidence I have not been able to sway the Magister to look for a new source of the mayhem. The Alliance and I are eager to learn what villainous murderers or rival faction is behind the slash-and-steal tactics. They are quickly depleting everyone's coffers. I have much to gain if you are successful in finding the killers. As such, I propose the following agreement.

As you no doubt have heard by now a great many theories to the attackers identity are rebounding around the city. The priests have been uncommonly vague on the issue and the diviners have been of no real value either. The attackers have struck on all three of the major roads leading into Dyvers. Despite having our constabulary and a bunch of overzealous hunters searching high and low for the perpetrators, we have been unsuccessful in finding them. I have recently asked others to search the east and west roads leading into Dyvers. I would like you to assist our great city in this matter by searching the roads and forest south of the city.

The merchants are resigned to never seeing their goods and wares again. If the villains are indeed brigands, you may bring anything you find in their lair back to the city as your own. Furthermore, the city is prepared to wave all taxes of any kind surrounding your efforts to bring these murderers to justice. All contraband you seize will be tax and duty-free. Should the murderers prove to be animals and NOT brigands, bring back their carcasses to the city for examination. If, after a period of one month it is found the attacks have ceased, the city is prepared to pay 600 pieces of gold to split among you. Obviously, if the forces you encounter are more significant than we believe them to be we would be willing to adjust the reward to compensate you more appropriately. Similarly, if you succeed in disrupting what amounts to bandits but their leaders are able to escape, we could hardly be justified in paying you a full bounty.

In the interest of justice, it would be better if you brought back the murderers to stand trial, but men of this sort rarely come willingly. The city would not look unfavorably on you if you were to kill the villains in honorable combat. In either regard, be prepared to show some kind of evidence that these villains are indeed the source of the killings. As you may well know merchants here are a skeptical lot. Is my offer agreeable?

Darmon, male human Rog6: CR 6; Medium-size humanoid (5 ft. 8 in. tall); HD 6d6; hp 26; Init +3 (Dex); Spd 30; AC 17 (+4 leather armor, +3 Dex); Atks +4 melee (1d6 (crit 19-20), shortsword), SA Rog sneak attack; SA Rog evasion; AL LE; SV Fort +2, Ref +8, Will +2

Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 14

Skills: Appraise +7, Bluff +9, Climb +5, Decipher Script +7, Diplomacy +7, Disable Device +7, Disguise +7, Escape Artist +8, Gather Info +9, Hide +8, Intuit Danger +5, Listen +5, Move Silent +8, Open Lock +8, Pick Pocket +8, Read Lips +7, Search +7, Spot +5. Feats: Combat Reflexes, Improved Unarmed Strike, Weapon Finesse - Dagger, Deflect Arrows

SA: *Sneak Attack*—Any time target is denied Dex bonus, Rogue adds +3d6 to damage.

SA: *Evasion*—If allowed a Reflex SAve, success indicates no damage.

Equipment: dagger, short sword, ring of invisibility, +2 leather armor

Darmon can answer many questions the PCs will have. The judge should use the first two paragraphs of the "Events Leading up to the Scenario" section as a guideline for what Darmon knows.

PCs try to bargain up: he agrees to pay for a month's room and board at a local inn and possibly increase the reward to 900 gp. Since the city has already arranged for a military investigation, Darmon doesn't feel it necessary to offer any higher reward.

PCs ask how much has been stolen: Darmon does not know the specific answer to this. Based on reports he has, cargo worth several thousand pieces of gold have been stolen, and there was undoubtedly more taken from the bodies of the dead.

The DM should familiarize him or herself with the table below for potential encounters to run based on common PC actions.

PC Action	Encounter
PCs want to speak to a priest	3
PCs want to speak to caravan leaders	4
PCs ask about caravans not affected	4b
PCs want to hire a Diviner	5
PCs want to look at recently dead	6
PCs want to find an apothecary	7
PCs head out of the city	8

Encounter 3: High Priest of Pelor

No specific encounter leads to this one. Darmon alludes to potential extra knowledge of the priests in encounter 2. This is also a natural encounter for players inquiring on their own. To add Dyvers' flavor, which priest the PCs get to speak to, how much information can be obtained, and the amount of magic given to help the party is based on how much they donate to the temple here.

A young man, clad in a simple white robe greets you as you enter the magnificent temple of Pelor. "Greetings and welcome to the sacred temple of Pelor. All who seek the light are welcome here. Have you come to worship today, do you seek assistance, or perhaps you have come to make a donation to our worthy cause?" You notice the young priest accentuates his last comment about making a donation, looking expectantly towards a nearby coffer as he gestures to it with the wave of his hand.

Saphos Agnarius, male half elf Clr2: CR 2 Medium-size humanoid (5 ft. 5 in. tall); HD 2d8; hp 12; Init +4 (Improved Initiative); Spd 30; AC 10; Atks +2 melee (1d8+1, heavy mace); AL LN; SV Fort +3, Ref +0, Will +4

Str 13, Dex 10, Con 10, Int 13, Wis 13, Cha 13

Skills: Diplomacy +5, Heal +6, Knowledge- Religion +3, Spellcraft 3, Swim +2. Feats: Turn Undead, Improved Initiative, Scribe Scroll

Spells (4/3): 0 lvl—create water, detect magic, purify food/drink, read magic; 1st lvl—bless, comprehend languages, sanctuary

Equipment: heavy mace, wooden sun disk of Pelor, cleric's vestments

Roleplay the encounter with Saphos Agnarius. If the PCs do not give a donation of 10 gp (per tier level) between them, Saphos point blank asks if the PCs wouldn't like to provide some (more) gold to the temple's mission. Otherwise, ask the PCs why they wish to see the High Priest and why the High Priest would wish to see them. Feel free to ask clarifying questions and be inquisitive, as if you are screening them. Make the PCs work for it, and note any attempt at deception. When you are done, suggest that they take a seat while you check and see if the high priest wishes to speak with them. Give the players a couple of minutes to talk while they wait, then continue with the following:

The constant chanting in the background threatens to lull you to sleep as you sit in the warm confines of the temple. Just as you are about to stand to fight your sleepiness, a single man approaches your small party.

Depending on how much the party donated to the temple read the following:

0 gp - 9 gp per tier level:

It is the same young half elf with whom you spoke earlier. "I'm sorry to have kept you waiting. As it were, the High Priest is once again trying to gain some information about these savage murders. It seems obvious to me, the temple is far too busy to make a donation of his time to those who have failed to make a reasonable donation of their own.

Saphos returns to the party to inform them of this decision. If the PCs make an additional donation, he will go and fetch Kasban. Regardless of how much they donate now they will NOT see the High Priest. If questioned without getting any additional donations, Saphos is somewhat standoffish, but answers questions to the best of his knowledge. He tells the PCs the same type of rumors they are likely to have already heard on the street. He does know it is his temple that said the perpetrators of the vicious attacks laired south of the city.

Neither the temple nor Saphos offers any magical assistance to the party for such a paltry donation.

10 - 49 gp x tier level:

He hasn't reached middle age yet, but its clear that time isn't too many years off. "Good afternoon, I'm sorry to have kept you waiting. I had heard perhaps that you wished to speak with the High Priest regarding this problem with the murders outside of the city." He glances wistfully at the donation urn where you put your donation a short time ago, then turns back to face you once again. "Alas, that will not be possible today. The High Priest is of course, a very busy man. We at the temple of course appreciate your interest in the matter and your donation. The High Priest has instructed me to assist you in whatever way I can and to answer any questions you may have."

Kasban the Bright, male human Clr5: CR 5 Medium-size humanoid (5 ft. 10 in. tall); HD 5d8+5; hp 30; Init +4 (Improved Initiative); Spd 30; AC 9; Atks +4 melee (1d8+2, +1 heavy mace); AL LN; SV Fort +4, Ref +1, Will +4.

Str 13, Dex 9, Con 13, Int 10, Wis 15, Cha 12

Skills: Concentration +4, Diplomacy +5, Gather Information +2, Heal +8, Knowledge - Religion +3, Spellcraft +3. Feats: Turn Undead, Scribe Scroll, Improved Initiative, Power Attack.

Spells (5/4/3/1): 0 lvl—create water, detect magic, purify food/drink, read magic, resistance; 1st lvl—bless, comprehend languages, cure light wounds (x2), sanctuary 2nd lvl—aid, augury, calm emotions, cure moderate wounds 3rd lvl—prayer, cure serious wounds

Equipment: +1 heavy mace, wooden sun disk of Pelor, cleric's vestments

Kasban knows all the information that the High Priest Barmanos has. See the entry below. You may want to paraphrase the read-aloud text for Barmanos' speech that appears below.

Like Barmanos below, Kasban donates magic items depending on the tier the scenario is being played.

Tier 1 - scroll of cure light wounds

Tier 2 - scroll of cure moderate wounds

Tier 3 - scroll of cure serious wounds

50 gp x tier level:

He's older, well past middle age now, but maintains a thick head of white hair. "Good afternoon, I'm sorry to have kept you waiting. I was once again seeking some divine counsel on this problem with the bandit murders. My attendants told me you wished to speak to me on that matter. I hope that I have not inconvenienced you or delayed something of any importance with my actions. How can I help you today?"

Barmanos Sarnfar, male human Clr13: CR 13 Medium-size humanoid (5 ft. 6 in. tall); HD 13d8; hp 72; Init +0; Spd 30; AC 16 (+6 Breastplate +1); Atks +9/+4 melee (1d8, heavy mace), SA spells; SD spells; AL NG; SV Fort +8, Ref +4, Will +12.

Str 10, Dex 10, Con 10, Int 13, Wis 18, Cha 15

Skills: Concentration +7, Diplomacy +11, Heal +11, Knowledge- Arcana +6, Knowledge- Religion +7, Scry +4, Spellcraft +11, Ride +3. Feats: Brew Potion, Scribe Scroll, Combat Casting, Expertise, Mounted Combat, Ride By Attack.

Spells (6/6/6/5/5/3/2/1): 0 lvl—detect magic, virtue, resistance, detect poison (x2), create water 1st lvl—bless (x2), cure light wounds (x2), guiding hand, protection from evil, sanctuary 2nd lvl—augury, consecrate, cure moderate wounds (x2), silence (x2), shield other, slow poison 3rd lvl—continual flame, create food and water, cure serious wounds (x2), invisibility purge, magic circle vs. evil(x2) 4th lvl—cure critical wounds, detect lie, tongues, spell immunity, divination*, death ward 5th lvl—commune*, atonement, break enchantment, scry 6th lvl—heal, find the path, forbiddance 7th lvl—regenerate, resurrection

Equipment: cleric's vestments, +1 breastplate, helm of brilliance, staff of striking, holy symbol

If the PCs ask what Barmanos learned, read the following:

I am as perplexed at the end of my prayers as I was when I began. I entered into a sacred bond with my master, asking for information that he could possibly give me. Alas, my fragile tongue was not accurate enough or my mind not keen enough to get much information beyond what we already knew. I fear the questions I ask are beyond my master's realm of influence and knowledge. My Lord's answers were unclear about the villains behind the attack, confirming first that animals were the murderers and then confirming that humans were the behind the murders. Based on what I asked today and in days past, I think a monster, perhaps a lycanthrope or some other magical creature capable of appearing as a man, is responsible for the robberies and the murders. Knowing of your presence here I have asked on your behalf whether you will be successful in your endeavor. I was told that in order to be so I must arm you with magic.

Barmanos awards magic items depending on the tier the scenario is being played and the donation they gave at the front.

Tier 1 – scroll of cure moderate wounds

Tier 2 – scroll of cure serious wounds

Tier 3 – scroll of cure critical wounds

As with Darmon in encounter 2, Barmanos is familiar with the history of the murders around Dyvers. Use the first two paragraphs of the "Events Leading up to the Scenario" section as a guideline for what Barmanos knows.

Encounter 4: The Caravans

There are two types of Caravan encounters. Encounter 4a is a generic merchant headquarters in the city. Theoretically the PCs could visit more than one. If they do, they will likely run out of time to finish the scenario. Should PCs try to maximize their reward by moving from caravan to caravan (or from Darmon or Barmanos to the caravan) the judge should not cut corners to save time. Roleplay each encounter to its fullest, bartering and making the players work for the reward they will never collect.

Encounter 4a: Caravan HQ

No specific encounter leads to this one. This is also a natural encounter for players inquiring on their own.

Avoiding the trading companies who conduct business near the docks, you head south into the part of the Trade District where the overland caravans make their headquarters. In no time the large warehouses and bright banners of the caravan headquarters begin to appear among the buildings.

Eventually, you come upon a large brightly colored warehouse. The sign above the stout wooden door announces your arrival at the Far Winds Trading Company.

Gregos Vestarn, male human Ftr3: CR 3 Medium-size humanoid (6 ft. 1 in. tall); HD 3d10+6; hp 29; Init +4 (Improved Initiative); Spd 30; AC 16 (+5 chainmail, +1 shield); Atks +5 melee (2d10+3 [crit 19-20/x2], +1 bastard sword), AL LN; SV Fort +5, Ref +1, Will +1.

Str 15, Dex 10, Con 15, Int 10, Wis 10, Cha 14

Skills: Ride +6, Swim +6, Diplomacy +3, Climb +6.

Feats: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Equipment: chainmail, small shield, +1 bastard sword

Gregos is angry and upset about his recent losses. If the PCs come looking to hire themselves out to stop the murderers, Gregos accuses them of being in cahoots with the villains, with being part of the Alliance, and with extorting money from honest, law-abiding merchants.

Make the players work to convince Gregos of their noble intentions. Once they have done that to your satisfaction, Gregos offers the same deal that Darmon has—duty and tax free trade of any items recovered from the murdering thieves. If pressured for more money Gregos offers an additional 120 gp but can go no higher, saying that he has lost too much money to pay anymore and that what little he does have must go to the widows of his former employees.

If the DM doesn't think the players have enough information or inclination to journey outside the city, he can always have Gregos suggest the PCs talk with Filanda of Courwood, saying she alone from the city's merchants has been left unscathed by the vicious attacks. If they do, proceed to encounter 4b below.

Encounter 4b: Four Legs are Better

No specific encounter leads to this one. PCs who ask if any of the caravans within the city have not been significantly affected end up here.

DM Note: The concept of "Four Legs are Better" and its owner were originally presented in *The Slavers* adventure.

You are determined to find the trading company that has had such wonderful success (or luck) at avoiding the violent deaths that have plagued everyone else. Taking directions from passing commoners and merchants, you quickly find yourself heading south along Crooked Street. As you make your way through town you ponder the rumors you've heard that Filandra's caravan crew is somehow behind the vicious attacks. Just before you reach the great southern gate you see a large wooden sign with a centaur painted on it. Painted over the centaur in plain script are the words—Four Legs are Better.... You seem to have reached your destination.

Filanda of Courwood, female elf Rgr7: CR 7 Medium-size humanoid (5 ft. 1 in. tall); HD 7d10; hp 44; Init +1; Spd 30; AC 14 (+3 leather armor, +1 Dex); Atks +5/+0/+0

melee (1d8+1 [crit 19-20x2], longsword, 1d6+1, [crit 19-20/x2] shortsword); AL NG; SV Fort +6, Ref +3, Will +4.

Str 13, Dex 13, Con 14, Int 10, Wis 14, Cha 10

Skills: Animal Empathy +5, Handle Animal +4, Heal +6, Listen +8, Ride +5, Spot +7, Profession +6, Track +8, Wilderness Lore +8. Feats: Point Blank Shot, Ambidexterity*, Two Weapon Fighting*, Brew Potion, Precise Shot.

Spells (2): 1st lvl—pass without trace, summon natural creature I

Equipment: longsword, shortsword, longbow, 24 arrows, +1 leather armor, traveler's outfit

Surprisingly Filanda's transportation services have not been disrupted by the vicious attacks. Quite the contrary, her business has prospered. Her four legged employees are the reason. No one knows it, but the centaurs are immune to the mesmerizing effects of the jackalweres. As such the bandits have avoided attacking any of her shipments. Filanda has been quick to capitalize on her recent success but has not put the fact her employees are centaurs together with her apparent immunity to the deadly attacks.

Kaphas has decided to use the centaurs to his advantage, planting rumors that Filandra and the centaurs are the ones behind the killing. How else would it be they prosper while others perish? Amusingly, such an explanation does seem to mesh with the seemingly disparate information provided by the priests and diviners in the city. Filandra's quick thinking (and a healthy dose of truth-magic) has prevented this from becoming a public relations nightmare. Instead Filandra and her centaurs are turning a very tidy profit and are looking to expand much sooner than they originally planned.

Filandra is not interested in hiring the PCs but might be able to help. The judge can use this angle if the PCs come here and don't have any one in the group who is a ranger or who has the tracking skill. During one of her trips south of the city, Filandra spotted some movement off the side of the road. She spurred the caravan up to speed and quickly left whatever was in the woods behind. She would gladly show the PCs where that was. If the PCs accept her offer, skip encounter 8 and proceed immediately to encounter 9.

Encounter 5: Diviner

No specific encounter leads to this one. Darmon could potentially allude to extra knowledge of a diviner during encounter 2. This is also a natural encounter for players inquiring on their own.

After quite a bit of questioning and having lost precious time with a couple of obvious fakes, you have finally found your way to this back alley in the old town. A simple wooden sign proclaims, in several languages, that Mandescent the Diviner, waits in the small shop beyond the door. The door is locked. As one of you raps on the door, the rest of you stand around in disbelief that a Diviner should be so hard to find in a city so

large. After a few moments, the door swings open, revealing a middle-aged man with a rather well kept appearance. Calling you by name, he invites you inside.

Mandescent male human Wiz(D)5: CR5 Medium-size humanoid (5 ft. 6 in. tall); HD 5d4+5; hp 15; Init +0; Spd 30; AC 10; Atks +2 melee (1d6/1d6, quarterstaff +1) or +1 melee (1d4-1 [crit 19-20/x2], dagger); AL NE; SV Fort +2, Ref +1, Will +6.

Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 14

Skills: Spellcraft +8, Knowledge- Arcana +8, Scry +8, Concentration +6, Sense Motive +8, Perform +8. Feats: Create Scroll, Brew Potion, Spell Focus (Divination), Expertise, Silent Spell.

Spells (4/5/4/2): 0 lvl—daze, detect magic, detect poison, mage hand, read magic 1st lvl—comprehend languages, identify, mage armor, sleep, true strike 2nd lvl—detect thoughts, locate object, misdirection, see invisibility 3rd lvl—clairaudience, tongues.

Equipment: entertainer's outfit, dagger (x2), belt pouch, 12 gp, 24 sp, quarterstaff +1, spellbook.

PCs attempting to listen at the door (DC 20) hear faint mutterings but won't necessarily know what they are. PCs who roll successfully for a listen check and who have the Spellcraft proficiency can attempt to discern what the spell being cast is (DC 20).

Mandescent casts *detect thoughts* before opening the door and scans the minds of the people waiting. Thus he knows the names and the basic reason the PCs have come to his door (unless the PCs specifically think about other things). Mandescent isn't a complete charlatan, but he is a con man of sorts. He attempts to give vague answers to what the PCs might be looking for. The DM is encouraged to play the Diviner with whatever personality seems to engage the PCs the most. In reality, Mandescent is not likely to be able to help the PCs, given his limited spell selection. Low level PCs will likely not be able to afford him. He will attempt to bilk PCs out of whatever gold coin they have. His fee for casting *identify* is 1000 gp, *detect magic* 200 gp, *read magic* 100 gp, *locate object* 1500 gp plus expenses. If the PCs become agitated or become aware of his tactics, Mandescent suggests the PCs track down the druid, Corvus RedOak (encounter 10). Mandescent tells the PCs Corvus RedOak can be found in the woods south of town.

Encounter 6: The Bodies

No specific encounter leads to this one. Players may wish to come here after talking to Darmon or Barmanos or they may come inquiring on their own.

Read or paraphrase the following, depending on how the players get to the encounter. The text assumes the PCs ask to come here after speaking to Darmon or Barmanos.

With the help of your benefactor you have gotten your request to see the bodies of some of the recently attacked. Escorted by two armed guards down from the (Royal District/Temple of

Rao) into Old Town, you quickly find yourselves entering a rather good-sized building through a back door. One of the guards hands a worker in the building a piece of parchment then turns to leave, saying nothing as he does. Motioning for you to wait, the worker walks quickly and quietly through a set of double doors set in the far wall.

Left in silence, you look nervously about the room for the first time and discover yourselves amid several simple pine boxes. The lids are off, and the white shapes inside tell you stand amidst the dead.

Give the players some time to decide what they will do. Whenever the PCs should attempt to do anything Corenious enters the room, clearing his voice if the PCs are poking around the boxes or casting spells. Corenious is a rather stern but compassionate half elf. He openly asks for donations to the family for any corpse the PCs wish to examine or use *speak with dead* on. Assume 3 gp per tier level for the former, 10 gp per tier level for the latter as a reasonable donation.

Corenious male half elf Exp3: CR 2; Medium-size humanoid (5 ft. 4 in. tall); HD 3d6; hp 13; Init +0; Spd 30; AC 10; Atks +2 melee (1d4 [crit 19-20], dagger), AL LN; SV Fort +1, Ref +1, Will +3

Str 11, Dex 10, Con 10, Int 13, Wis 10, Cha 14

Skills: Appraise +5, Craft- Carpentry +7, Diplomacy +6, Knowledge- Religion +7, Profession- Undertaker +6, Read Lips +7, Search +7, Spellcraft +5, Spot +6. **Feats:** Improved Unarmed Strike

Equipment: cleric's vestments, dagger

If the PCs cast *speak with dead*, the caster can ask 1 question per 2 levels of the caster. Some questions are detailed below. The DM is encouraged to use the information given under "Events Leading up to the Scenario" to make a vague answer to any additional questions the PCs might think up. There are 3 corpses the PCs may interrogate. All other victims are either somewhere else, already buried, or already subjected to *speak with dead*.

What's the last thing you remember? Dying, being stabbed / sliced

Who killed you?

Wild animals (50%) Brigands (50%)

What were you doing before you died?

Sleeping

What do you remember before you went to sleep?

I listened to one of the guards tell a story

How far from the city were you?

Just over a day's ride

Encounter 7: Drugs Anyone?

No specific encounter leads to this one. This is a natural encounter for players inquiring on their own.

Acting on a suggestion from one of your party members, you have located an apothecary's shop across town. You are nearly to the west gate on Black Street before you see her small shop, tucked into a tall narrow building just off the main road. The shop is rather non-decrepit, decorated in washed out grays and watered-down browns.

Gameria Westend female human Sor2/Rog2: Medium Humanoid (5 ft. 3 in. tall); HD 2d4+2d6; hp 14; Init +2 (Dex); Spd 30; AC 13 (+3 Dex); Atks +2 melee (1d4 [crit 19-20/x2], dagger), or +4 missile (1d8, light crossbow), AL LN; SV Fort +0, Ref +2, Will +3.

Str 9, Dex 16, Con 10, Int 14, Wis 10, Cha 16

Skills: Alchemy +5, Appraise +4, Bluff +6, Concentration +2, Decipher Script +4, Disable Device +5, Diplomacy +5, Hide +7, Intuit Danger +3, Jump +2, Knowledge- Flora +5, Knowledge- Toxins +5, Listen +3, Move Silent +7, Open Locks +7, Read Lips +4, Search +5, Spot +3, Spellcraft +5, Swim +3, Tumble +5, Walk Tightrope +5. **Feats:** Summon Familiar, Improved Unarmed Strike, Deflect Arrows, Point Blank Shot.

Spells (6/4): 0 lvl—*detect magic*, *light*, *mage hand*, *open/close*, *read magic* 1st lvl—*jump*, *color spray*

SA: Sneak Attack—any time target is denied Dex bonus, Rogue adds +1d6 to damage.

SQ: Evasion—if allowed a Reflex save, success indicates no damage.

Equipment: monk outfit, light crossbow, 18 bolts, dagger (x2).

A young, average looking human female, Gamera took over the family business here after her parents succumbed to a strange plague that arrived with the refugees. Gamera points undue responsibility on the merchants and refugees who were flooding into the city at that time. She doesn't provide the sleep poison to Kaphas but she would if he asked. She is in league with various guilds within the Alliance and with the Slavers operating in the area. Of course, Gamera doesn't tell the PCs any of this information. PCs employing detect thoughts or similar magic while talking to Gamera may pick up thoughts related to appropriate questions. (Judge's determination)

Gamera is an apothecary. She is highly intelligent however and realizes the PCs are adventurers when they enter (unless, of course, they disguise themselves). As such, she feigns ignorance of anything related to sleep toxins, saying she does not dabble in such dark doings. She tries to prove her innocence by selling the PCs various herbs and spices. She moves up to love potions, protections from vampires and were-creatures, and similar useless peasant magic if pressed. The DM is encouraged to milk the PCs for whatever he/she can get from them if they decide to buy such trinkets. If the PCs push her on the issue of sleep toxins she opens the door and motions them out, telling them to come back after

dark. If the PCs wait and come back after dark, the door is locked.

Chapter 2: The Wilderness

Encounters eight through thirteen occur on the roads and in the forests south of the city of Dyvers. The encounters are played in a specific order. The judge should familiarize himself with the flowchart (DM Handout 1) for proper play sequence. In setting the scene, remember that the forest is nearly 30 miles from the city. As such, one or two days will pass between the time the PCs leave the city and when they reach the jackal lair.

Use the table below to find the next encounter

PC Action	Encounter
PCs stay on the main road	8
PCs enter the woods	10

Encounter 8: Merchant Caravan, Heavy Guard

PCs get to this scenario by leaving the city and staying to the road. It is the first encounter outside the city.

As you walk along the road south of Dyvers, you search for clues that might lead you to the murdering brigands. You have been on the road for half a day without passing a single soul. Suddenly, you realize a large group of people, perhaps a caravan, is approaching from the south. Whatever is coming, it is still quite a ways off.

It is assumed the PCs will wait on the road or possibly in the nearby forest to spy out the approaching group. Give the PCs a few minutes to decide what they are going to do. Then, read or adjust the following to fit their actions:

As the group approaches your position, you see a few men sitting atop two wagons. Men, armed with short swords, flank both sides of the wagon, looking intently out into the woods and to the road ahead. Suddenly one of the men gives up a shout and points in your direction. The armed men immediately pull their swords from their scabbards and call for the wagons to come to a halt.

Caravan (EL 7)

Merchants, male human Exp2 (3): CR 1; Medium Humanoid (5 ft. 6 in. tall); HD 2d6; hp 8; Init +0; Spd 30; AC 10; Atks +1 melee (1d6/1d6, quarterstaff), or +1 ranged (1d8 [crit 19-20/x2], light crossbow), AL LN; SV Fort +0, Ref +0, Will +3.

Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 13

Skills: Appraise +5, bluff +4, diplomacy +4, Innuendo +3, Knowledge (wares) +3, Profession (merchant) +4, Swim +2, Read Lips +3. Feats: Skill Focus – Appraise.

Equipment: merchant's outfit, quarterstaff, light crossbow, 12 bolts, 13 gp, 23 sp, 2 pp.

1st level warriors, male human Warri (12): CR 1/2 Medium-size humanoid (5 ft. 6 in. tall); HD 1d8; hp 7; Init +4; Spd 30; AC 13 (+3 studded leather); Atks +2 melee (1d8 [crit 19-20/x2], longsword), or +1 ranged (1d8 [crit 19-20/x2], light crossbow), AL LN or NG; SV Fort +3, Ref +0, Will +0.

Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills: Ride +2, Handle Animal +2. Feats: Improved Initiative

Equipment: studded leather armor, longsword, light crossbow, 12 bolts, 12 cp, 10 sp, 10 gp

If the PCs hide in the woods or respond in a threatening manner after the guards pull their swords the guards attack, believing the PCs are brigands. The men are extremely guarded and do not initiate or return conversation easily. Roleplay the conversation or combat that ensues.

If the PCs do manage to talk to them, the merchants reveal that they have recently passed one of their own caravan group's wagons that left a week before they did. It is perhaps three hours to the south. They are coming from the southern town of Beltander. There was some cargo still there but they did not stop for fear of being ambushed.

Encounter 9: Battle Remains

PCs get here by continuing on the road after completing encounter 8 or by returning to the road after encounter 10.

From a distance you can see the thin curls of smoke wisp high into the air above. Something to the south is burning.

Wait for the PCs actions. If they investigate, read the following, altering it for their actions as necessary:

As you make your way to within sight of the source of the smoke, you see the remains of three wagons. Only embers, ash, and a few pieces of steel remain now, the wagons and their contents apparently consumed in the fire. Nearby, bodies litter the ground from a great but obviously futile battle. There doesn't appear to be any movement from those on the ground and pleas for help are eerily missing. The paw prints of an animal, possibly dogs, are mixed in among the remains.

PCs search the dead: torn clothes and a few common items are all to be found on the bodies of the dead. The bodies have been mauled beyond recognition. To the uninformed, it appears the men were killed by wild animals. PCs casting *speak with dead* or using similar magic can learn the following:

What's the last thing you remember?

Dying, being stabbed / sliced

Who killed you?

Wild animals (50%) Brigands (50%)

What were you doing before you died?

Walking along the road

What kind of animal attacked you?

Dog (50%) wolf (25%), jackal (25%)

•

Did your group kill any of the animals?

Yes (20%) / Not to my knowledge (80%)

PCs search the wagons: The contents of the wagons have been reduced to ashes. Some iron bands and a couple of half burnt bolts of cloth are all the PCs are able to find. There is nothing of value.

PCs examine the paw prints: Any PC with the Tracking feat can attempt a Wilderness Lore check skill (DC 16) to find out the tracks are those of jackals. Everyone else knows only that they appear to be dog tracks. The tracks come from both sides of the road but lead away to the southwest before disappearing into the woods. There are humanoid prints in the dirt, but they could be those of the defenders. If the PCs wish to make an attempt to follow the animal tracks they must make two successful tracking skill rolls. The first roll is at DC 14, the second roll is DC 16 (to reflect the bandits attempt to hide the tracks). If the PCs fail their rolls OR it is less than 90 minutes into the slot, proceed to encounter 11, else skip to encounter 12.

Encounter 10: Corvus Redoak

PCs get here by leaving the city and heading into the woods, probably after talking to the Diviner, Mandescent.

As you continue to make your way deeper into the Gnarley Forest, birds spring from their roosts and quickly fly away, leaving the forest around you strangely quiet. Suddenly, a man, dressed in an odd mismatched set of armor made of bone and wood, appears from behind a nearby tree. A wicked scimitar in one hand, he rests the other hand against the tree and calls out for you, asking your names and your intentions in the forest today.

Corvus RedOak human male Drd2: CR 2; Medium Humanoid (5 ft. 7 in. tall); HD 2d8+4; hp 13; Init +1 (Dex); Spd 30; AC 13 (+2 Bone Armor, +1 Dex); Atks +1 melee (1d6 [18-20/x2], scimitar); AL N; SV Fort +3, Ref +0, Will +3.

Str 9, Dex 12, Con 15, Int 10, Wis 14, Cha 10

Skills: Animal Empathy +4, Handle Animal +3, Heal +3, Intuit Direction +3, Wilderness Lore+5, Spellcraft +3, Swim+3. Feats: Combat Casting, Scribe Scroll, Nature Sense, Animal Companion, Woodland Stride.

Spells (4/3): 0 lvl—cure minor wounds, create water, detect magic, read magic 1st-lvl—entangle, faerie fire.

Equipment: bone armor, scimitar, backpack, 24 cp, 45 sp, 2 gp, 3 days rations.

The man is a druid named Corvus. He is a young slender man with long black hair. He makes his home in a small outcropping of rocks in the forest not far from where he meets the PCs, but he wanders a 5-mile diameter area of forest. He greets them with reservation. He initially appears agitated at the PCs, believing them to be more money hungry hunters invading the forest in some "strange misguided notion" that killing the animals will stop their problems. Once the PCs have given him their assurances that they are not novice hunters traipsing about in his wood destroying the forest and wildlife, he becomes more open. If the PCs do not try to befriend the druid or if they become hostile, he casts *entangle*. Then he escapes using his woodland stride through a patch of thick brambles.

PCs inquire about bandits: He knows that, while bandits frequent "his" forest, they certainly don't live there. He can relay that they almost always come from the south. More typically attacks in the forest are made by humanoids from the mysterious Blackthorn caverns.

PCs inquire about wild animals: Corvus tells them about the slow disappearance of jackals from his area of the woods as well as an increase in other kinds of animals. While the area used to have several packs of jackals, now only a few remain. He doesn't know where they went but thinks humans might be killing them off or taking them as pets. If they continue along this line of questioning, Corvus suggests they go and see Gallonius, a ranger who patrols more of the forest to the south.

If the PCs did not go to the priests in Dyvers and the judge feels the party might need it, feel free to have a befriended Corvus give the party a *scroll of cure light wounds*.

Encounter 11: Gallonius

PCs get here by entering the woods after encounter 9 or after encounter 10 (Corvus RedOak). The judge should play a little loose for a few minutes and try to describe the wooded terrain before jumping right in to the read aloud text that follows.

In the forest ahead a woodsman, perhaps a ranger, crouches over something in the leaves. Sensing your approach, the man stands tall and places his hand on his sword hilt, eyeing you warily. "Did you do this?" he calls out, pointing to the ground by his feet. Looking to see what he is pointing at, you can clearly see the carcass of a large animal. "Are you the ones responsible for killing the bear?"

Gallonius male half elf Rgr4: Medium Humanoid (5 ft. 2 in. tall); HD 4d10+8; hp 35; Init +3 (Dex); Spd 30; AC 16 (+3 studded leather, +3 Dex); Atks +2 melee (1d8+2 [crit 19-20/x2], longsword, 1d6+1 [crit 19-10/2x], shortsword); AL NG; SV Fort +4, Ref +4, Will +1.

Str 13, Dex 16, Con 14, Int 10, Wis 14, Cha 11

Skills: Animal Empathy +4, Heal +6, Hide +7, Spot +6, Swim +5, Track +6, Wilderness Lore +6. **Feats:** Ambidexterity*, Two Weapon Fighting*, Point Blank Shot, Rapid Shot.

Spells (1): 1st lvl—*summon natural creature I*.

Equipment: studded leather, +1 longsword, shortsword, longbow, 12 flight arrows.

Gallonius is a ranger sworn to protect the Gnarley Forest. He is concerned about two things. First, the more passive animal life in the forest is flourishing, creating problems and disrupting the natural balance. Second, the hunt for wild animals sends armed humans deeper into the forest every day. Humans and animals alike are suffering the consequences.

PCs ask if thieves live in the woods: Gallonius confirms that thieves have always walked the woods. Often they use the forest valleys as hiding places. He doesn't know of any groups with permanent camps living in the forest around here now, but acknowledges that such a group might exist since he couldn't tell the difference between brigands and the armed thugs who are currently carrying out the slaughter of animals in the forest.

PCs ask about jackals: Gallonius conveys that he has found numerous abandoned jackal lairs but has not seen any jackals in the woods for some time. He has found human footprints intermingled with the jackals, and thinks the humans may be hunting them as well. At that time he pulls a broach from his belt pouch, stating that he found it in an abandoned jackal lair to the south just a few days ago.

PCs ask Gallonius to show where he found the broach: Gallonius points out some nearby jackal tracks, telling the PCs that the tracks lead back to the lair. PCs wanting to follow the tracks must have the Tracking feat and make a successful Wilderness Lore skill check (DC: 15)

PCs ask for assistance: Gallonius refuses. If the PCs are persistent, Gallonius says that he will let them know if he sees anything suspicious on his rounds. His primary concern continues to be working to protect the wildlife from the scavenging hunters.

DM Note: If for some reason the PCs should not inquire about the jackals or dogs of any kind, Gallonius "volunteers" the information about the jackals detailed above and shows the PCs the tracks leading to the abandoned lair (encounter 12).

Encounter 12: Abandoned Lair

PCs get here by following the tracks from encounter 9 or from having Gallonius show them some jackal tracks.

The tracks you have been following for a while now finally seem to come to and end. Perhaps 40 feet ahead, a small cave opens out of the side of a low hill. From here it looks like the cave opening is no more than 4 feet high and 6 feet wide at the opening. You see no sign of activity from here.

PCs circle the cave or search for guards: Circling around this low mound might allow the PCs to spot the human footprints (Tracking feat and Wilderness Lore, or Search check DC 10) or just to notice the jackal tracks lead off to the south (Tracking feat and Wilderness Lore, or Search check DC 5). There doesn't appear to be any guards, back exits, or anything else of note.

PCs enter/search the cave: Once inside, the cave splits to become several different small caves. Dwarves can instantly tell (DC 5) the caves have been worked to some degree by humanoid hands. Other than footprints, animal droppings are the only indication anything has lived here recently. If the players ask for a layout, the judge is encouraged to make a small cave of his own design.

PCs specifically follow the tracks leading away from the cave: Anyone Searching, or Tracking (DC 10) to notice human footprints intermingled with the jackal prints here. If followed with a successful tracking skill check (DC 16), the PCs can determine the tracks lead away toward the hills further south in the forest. Continue with encounter 13 (hobgoblins) as the party heads south following the tracks.

PCs are unsuccessful in following tracks: Continue with encounter 13 (hobgoblins). Be prepared to have one of the hobgoblins live to make a death bed confession if the party slaughters them without thinking to leave one for interrogation.

Encounter 13: Hobgoblins

PCs encounter the hobgoblins here while following the tracks leading away from encounter 12 (abandoned lair) OR at the judge's discretion to get the party moving again at any time it seems to have gotten off track.

If the PCs did not try to maximize their wealth by hiring themselves out to multiple groups while in the city and time is still running short, this scenario can be omitted. Proceed directly to encounter 14 if you do so.

A rustling in the underbrush is the only warning you get before hobgoblins (and their mounts) burst from the nearby forest. As they swing their weapons high, your eyes are drawn to the dark splotches of fresh wounds covering their bodies.

The PCs have encountered a hobgoblin hunting party. The judge can have the PCs make a Wisdom check (DC 13) to deduce the hobgoblins are wounded and fleeing from a recent battle. The hobgoblins attack despite being wounded. If one or more of the hobgoblins are captured for questioning, they begrudgingly admit

that they were forced to run from a pack of wild jackals and some bandits who attacked them. If asked where they tell the PCs it was just south of the PCs current location and near the foothills. The hobgoblins speak enough common to facilitate this interrogation.

Tier 1 (EL 3)

Hobgoblins (4): CR1 Medium-size goblinoid (6 ft. 4 in.); HD: 1d8+1; hp 4; Init: +1 (Dex); Spd 30; AC 14 (+1 Dex, +2 Leather, +1 small shield); Atks +0 melee (1d8 [crit 19-20/x2], longsword); AL LE; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +4, Spot +4. Feats: Alertness.

Equipment (each): leather armor, longsword, small shield, 1 gp, 9 sp.

Tier 2: (EL 4)

Hobgoblins (8): CR1 Medium-size goblinoid (6 ft. 4 in.); HD: 1d8+1; hp 6; Init: +1 (Dex); Spd 30; AC 15 (+1 Dex, +3 Studded leather, +1 small shield); Atks +0 melee (1d8 [crit 19-20/x2], longsword), or +1 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +4, Spot +4; Feats: Alertness.

Equipment (each): studded leather armor, longsword, javelin, small shield, 2 gp, 10 sp.

Tier 3: (EL 5)

Male hobgoblin Ftr2 (3): CR 2 Medium Goblinoid (6 ft. 4 in.); HD: 1d10+1; hp 13; Init: +1 (Dex); Spd 30; AC 15 (+1 Dex, +3 Studded leather, +1 small shield); Atks +2 melee (1d8 [crit 19-20/x2], longsword), or +1 ranged (1d6, javelin); AL LE; SV Fort +5, Ref +1, Will +0.

Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +4, Spot +4; Feats: Alertness, Power Attack.

Equipment (each): studded leather armor, longsword, javelin, small shield, 5 gp, 20 sp.

hobgoblins (8): CR 1 Medium Goblinoid (6 ft. 4 in.); HD: 1d8+1; hp 6; Init: +1 (Dex); Spd 30; AC 15 (+1 Dex, +3 Studded leather, +1 small shield); Atks +0 melee (1d8 [crit 19-20/x2], longsword), or +1 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +4, Spot +4; Feats: Alertness

Equipment (each): studded leather armor, longsword, javelin, small shield, 3 gp, 10 sp.

Chapter 3: The Bandit Lair

Encounters 14 through 28 occur around and inside the lair of the bandits. The encounters can be played in almost any order. Because of the close proximity of the encounters, assume neighboring villains will come to the aid of the enemy during any combat that occurs.

Encounter 14: The Lair

PCs reach this encounter after interrogating the hobgoblins in encounter 13 OR after following the tracks back from the abandoned jackal den in encounter 12.

Having finally been able to follow the tracks of the jackals and their human companions, you trek further south and deeper in to the Gnarley Forest. The tracks become more and more frequent here, and at last you find yourself at the edge of a small clearing. Ahead, a knoll topped with a large twisted tree rises up out of the ground. The rest of the small hill is devoid of any foliage. You can see several stumps from here, indicating that someone has intentionally cleared the hill.

There are three entrances to the lair and which the party takes will alter the sequence of the encounters. The jackals and their masters will not surrender to invading forces. Weaker bandits might.

PCs examine the tracks: Even PCs who don't have the tracking skill can find tracks all around the knoll area. Those who do make a Search or Wilderness Lore check (DC 10) will find tracks specifically leading to encounter 16 (front door) and encounter 18 (the Jackal Lair). There is no way to judge the number of bandits who might be in the lair. PCs who make their roll by at least 5 points also find tracks leading to the secret door at encounter 17.

PCs head to the gnarley tree: proceed to Encounter 16 (The Front Door).

PCs search the area: There are obvious signs of human influence in the area but no indication of an encampment. The bandits have stripped much of the lumber from the hill and the surrounding area but a few trees have been left standing. If the PCs make a successful search check (DC 20) they find a secret trap door there. Give a +2 bonus (reducing the DC to 18) if the PC specifically searches the stumps. Of course, elves who pass within 5 ft of the stump get an automatic check (DC 18) to notice the door. If the PCs want to examine it further, proceed to Encounter 17.

PCs use magic to gather information: PCs who use *Speak with animals*, *Speak with plants*, or similar magic can learn that more than 12 and less than 30 brigands live in the lair. Use of *clairvoyance* and *clairaudience* reveals appropriate information as well.

PCs dally outside for more than 30 minutes: feel free to get them moving with Encounter 15 (optional).

Encounter 15: The Guards!

Run this encounter to jump-start the PCs if they are spending an inordinate amount of time outside of the lair. Potential source of information if guards are captured

alive. Reduce numbers from encounter 21 (the barracks) if this encounter is run.

In scenarios besides tier one the bandits have dog whistles. Two of the bandits blow the whistle the first round of combat, alerting the bandits in the lair eliminating all chances for a successful sneak attack. Since they are dog whistles, the PCs will not necessarily know they cannot surprise the bandits. Blowing the whistle constitutes an action for the purpose of this encounter.

Tier 1 (EL 2)

Bandit male human Warri (3): CR 1/2; Medium Humanoid (5 ft. 6 in.); HD 1d8; hp 7; Init: +5 (+1 Dex, +4 Improved Init); Spd 30; AC 13 (+1 Dex, +2 leather); Atks +1 melee (1d6 [crit 19-20/x2], shortsword); AL NE; SV Fort +2, Ref +0, Will +0.

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Hide +1. Feats: Improved Initiative.

Equipment: leather armor, shortsword, 2 gp, 14 sp, 10 cp.

Tier 2: (EL3)

Bandit male human Warri/Rogi (3): CR 1-1/2; Medium Humanoid (5 ft. 6 in.); HD 1d8+1d6; hp 11; Init: +5 (+1 Dex, +4 Improved Init); Spd 30; AC 14 (+3 studded leather, +1 Dex); Atks +1 melee (1d6, shortsword), or +1 ranged (1d6, shortbow); SA: Sneak Attack +1d6; AL NE; SV Fort +2, Ref +2, Will +0.

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Hide +1, Move Silent +4, Search +3, Open Lock +3. Feats: Improved Initiative.

Equipment: studded leather armor, shortsword, 4 gp, 14 sp, 10 cp, dog whistle.

Tier 3: (EL 4)

Bandit male human Warri/Rogi (5): CR 1-1/2; Medium Humanoid (5 ft. 6 in.); HD 1d8+1d6; hp 11; Init: +5 (+1 Dex, +4 Improved Init); Spd 30; AC 14 (+3 studded leather, +1 Dex); Atks +1 melee (1d6, shortsword), or +1 ranged (1d6, shortbow); SA Sneak attack +1d6; AL NE; SV Fort +2, Ref +2, Will +0.

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Ride +2, Move Silent +4, Search +3, Open Lock +3. Feats: Improved Initiative.

Equipment: studded leather armor, shortsword, shortbow, 12 arrows, 4 gp, 14 sp, 10 cp, dog whistle.

Encounter 16: The Front Door

PCs get to this encounter by examining the large twisted tree at the top of the hill.

You find yourselves at the large gnarley tree at the top of the small knoll you just climbed. There, hidden in the side of the trunk, is a door. As tall as a man and nearly as wide, the door appears to be well made. A short length of knotted rope sits

where a doorknob would normally be. There is no apparent lock.

The door opens inward on its hinges and is triple barred from the inside. It is not otherwise trapped. The door can withstand 45 points of damage before buckling.

Cast knock: The PCs must cast *knock* twice to release all three bars.

Tear down the door with weapons: For each 5 points of damage taken, PCs get a +1 bonus to any subsequent Open Doors check.

Bust down the door with their body: PC must make a DC check to bust down the door outright. The door originally has a DC of 24. The Difficulty of breaking down the door changes depending on what actions, if any, the PCs take beforehand. For each 5 hit points of damage the door has taken, reduce the DC of the door by one. Thus, if the PCs hack away at the door for 20 points of damage, the DC becomes 20 (20/5 = 4, 24 - 4 = 20). If successful, the door busts open, but the PC must then make a successful Dexterity check (DC 13) or go tumbling down the stairs, suffering 1d6 points of real damage and 1d6 points of subdual damage before arriving at encounter 20.

This could hurt the lower tiered PCs - fudge the die roll if it would otherwise kill or incapacitate the clumsy PC. Read the player text below once the door has been bypassed, modifying it as necessary for the PC's actions.

Pushing (what's left of) the door into the darkness beyond, you see a set of wooden spiral stairs leading down. The stairs, suspended on knotted ropes hung from the inside of the tree above, look fairly new. There is a faint light visible from below.

Collapsing stair trap: 20 ft. deep (1d6 real, 1d6 subdual); Reflex save (DC 20* see description); Search (DC 21); Disable Device (DC 16* see description)

The stairs, suspended by ropes, support only 250 lbs at a time. If more weight is applied to the stairs, the securing points above break, sending any PCs that are anywhere on the stairs falling to the floor of the antechamber some 25 ft. below (go to encounter 20). The damage is irrelevant to where the PCs were standing on the stairs, since falling PCs and other debris will make up for a lack of distance fallen by any PCs near the bottom. The judge may want to rule that PCs near the bottom or at the very top can make a Reflex save (DC 20) to jump clear of the falling stairs. People in the middle of the stairs get no save.

PCs search for traps: A Rogue with the search skill who make successful difficulty check (DC 21) while looking for traps spots the trap. Following up with a successful Disable Device roll (DC 16) lets the Rogue know that while it cannot be "disarmed", it can be circumvented by going down the stairs one or two at a time, as weight

permits. Beating the Disable Device roll by 5 or more allows the Rogue to know how much weight the stairs can hold.

PCs proceed down the stairs one at a time: PCs will be safe from the collapsing stair trap, but the DM should introduce the bandits from Encounter 20 to try and stir the PCs into running to their companions aid. Once they do, consider the trap triggered. Calculate its effects and proceed to encounter 20.

PCs proceed down the stairs as a group: the trap is triggered. Calculate the effects and proceed to encounter 20.

Once the stairs have collapsed, the only way down the shaft will be to secure a rope and climb down or use some other form of magic. PCs foolish enough to jump take regular damage as stated above.

Encounter 17: Hidden in the Stump

PCs get to this encounter by successfully using the search skill to locate the secret door while searching the grassy knoll.

Unbelievably, as you search the tall grass and stumps for clues to your adversaries' whereabouts, you discern a secret door carved into the remains of a tree stump. While only two feet on a side and square you have no doubt it is a secret door.

The secret trapdoor is barred with four large wooden posts and takes two *knock* spells or 35 points of damage to circumvent. Once the PCs get the door open, proceed to encounter 24 (the meat locker). PCs who set fire or otherwise make a lot of noise attract attention from the brigands in encounter 15.

Encounter 18: The Jackal Lair

Read the following only if the PCs are entering from the outside and have not yet encountered the jackals in the lair.

Scurrying down the other side of the hill you can see a couple of narrow canyons, perhaps 8 ft. wide, disappear into a cave beyond. A faint scuttling of animals can be heard moving around in the darkness ahead.

If the PCs enter either of the canyons the jackals, half the jackals will run out of the other entrance and attempt to attack the PCs from behind. The jackals in the lair are very aggressive and will attack anyone entering the lair. If they are beaten badly they flee into the den or out into the wilderness (depending on which provides the least resistance). In either event, they cry out in a series of yaps and yells as they leave, alerting the bandits that enemies

are around. After this encounter, assume all bandits in the lair are fully prepared for combat.

Tier 1 (EL 2)

Jackal (4): small-size animal; CR 1/3 HD 1d8+2; hp 6; Init: +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5

SQ: *Scent* (Ex)—this ability allows creatures to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see D&D *Monster Manual* p. 10)

Tier 2 (EL 3)

Jackal (6): small-size animal; CR 1/3 HD 1d8+2; hp 6; Init: +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5

SQ: *Scent* (Ex)—this ability allows creatures to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see D&D *Monster Manual* p. 10)

Tier 3: (EL 5)

Jackal (10): small-size animal; CR 1/3 HD 1d8+2; hp 6; Init: +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5

SQ: *Scent* (Ex)—this ability allows creatures to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see D&D *Monster Manual* p. 10)

Male Jackalwere: CR 4; Medium-size shapechanger; HD 4d8; hp 26; Init: +1 (+1 Dex); Spd 30; AC 16 (+4 natural, +2 Dex); Atks +3 melee (1d6, bite) or +3 (1d4, claw); SA sleep gaze; SQ damage reduction 5/iron or +1 AL CE; SV Fort +4, Ref +4, Will +4.

Str 13, Dex 14, Con 10, Int 11, Wis 10, Cha 8.

Skills: Bluff +5, Spot +3; Feats: Scent, Improved Initiative

SA: *sleep gaze* (Su)—gaze causes *sleep* as per spell of the same name (cast as a 4th Level sorcerer) against unsuspecting (successful Bluff) or flat-footed creatures. Causes sleep in unsuspecting victims.

SQ: *Alternate Form* (Su): Jackalweres can shift from its normal animal form to human form and a form that is a hybrid two with prehensile hands and animalistic features. Changing to or from human and hybrid is a standard action. A slain jackalwere reverts to its jackal form.

Equipment: belt pouch with 5pp, 15 gp, 56 sp

The jackalwere is from encounter 25. If he is vanquished here he does not reappear in encounter 25. He attacks until hit by a weapon that causes damage, then flees while the remaining jackals (if any) guard his retreat.

PCs search the jackal lair: they discover the gnawed bones of various humanoids. A single lever on the north wall activates the portcullis but drops a sack of dirt on to the *alarmed* area at encounter 20.

PCs who defeat the jackals and proceed into the lair end up at encounter 19.

Encounter 19 – Jackal's Den

PCs get to this encounter by defeating the jackals in encounter 18 (jackal lair) or by being shot in here from the trap in encounter 20.

This is the lair of Kaphas' pet. She viciously attacks anyone in her lair, regardless of which direction they came. PCs trapped here by the collapsing staircase trap find escape back into the complex impossible since the portcullis has since been lowered. PCs have two options to open the portcullis. They can go to encounter 18 to trigger the portcullis to raise and then run back to this room or they can attempt to lift the gate with a strength check (DC 25). Up to two PCs per side of the portcullis can assist in the lifting, each additional person adding 1/2 their strength check to the final number. (example, 2 PCs with Str of 14 and 11 move to the gate and attempt to lift. They roll 14 and 12 respectively for a total of 22 (14 + 2 + 6 = 22). A third man on the other side moves to assist. He rolls an 18, adding 9 to the result. The three lift the gate. The jackals at Encounter 18 (jackal lair) respond to combat from this room and vice versa, each arriving one round after combat begins. The ceiling in this room is only 4 feet high. Taller PCs fight at a disadvantage, losing all Dexterity bonuses to AC and suffering a -2 penalty to their attack rolls. Large weapons cannot be employed here. Regardless of the tier level, there is only one enemy here when the PCs first arrive.

EL 1

Jackal (1): small-size animal; CR 1/3 HD 1d8+2; hp 6; Init: +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5

SQ: *Scent* (Ex)—this ability allows creatures to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see D&D *Monster Manual* p. 10)

Most parties will dispatch the jackal in one round and then turn themselves toward getting past the closed portcullis. If the PCs did not enter through encounter 18 (Jackal Lair), remember that those jackals will investigate the noise. They will arrive two rounds after the PCs first start this encounter. If the PCs are suitably distracted with the guards in Encounter 20 (anteroom) and the portcullis, the judge may roll for surprise for the jackals.

Encounter 20: The Anteroom

The judge is encouraged to study this room thoroughly.

How the PCs get to this room can bring a lot of different possibilities. How they deal with the enemy in this room can also have dramatic effects on the other scenarios.

There is always an *alarm* spell cast on the floor at the base of the stairs. It counts as one of Fagan's daily spells. If the PCs make any noise opening the front door, the bandit guards are waiting for them and Fagan will have cast *grease* on the floor. If that happens and the PCs set off the stair trap, everyone on the stairs falls down the shaft, hits the greased area and is shot into the jackal den (Encounter 19). The bandits will immediately close the portcullis. If the PCs figure out how to bypass the stair trap or just do so by blind luck, they arrive at the bottom of the stairs, set off the *alarm* and enter melee with the guards while Fagan casts *grease* on the floor. If the other PCs run down the stairs (very likely), the trap is sprung and again everyone on the stairs is shot into the jackal den. In this scenario, Fagan closes the portcullis the following round, using the cantrip *close* if he has to, leaving the poor PCs to fight off the vicious jackals in rather cramped quarters. Regardless of whether the PCs avoid the trap, Fagan casts *ray of enfeeblement* on whoever looks the strongest, giving precedence to someone not in the trap over someone who is. After that Fagan will avoid any combat but will defend himself, declaring his innocence if pressed by a PC.

If a particular PC is doing badly and is being attacked, the judge is encouraged to have a selfless moment. Use either of his remaining spells to help defeat the would-be attacker.

Fagan: Fagan is in fact an "innocent" victim in all of this. He was captured during a raid and Kaphas kept him after learning he was a mage. His left foot has been mauled, making movement for him very difficult. If the PCs take him with them, the DM should run him as an NPC. Fagan's stats appear below and are the same for all tier levels.

Fagan human male Wiz3: CR 3 Medium-size humanoid (5 ft. 6 in. tall); HD 3d4+3; hp 10; Init +0; Spd 8; AC 8; Atks +1 melee (1d6-1, quarterstaff), AL NG; SV Fort +1, Ref +1, Will +3.

Str 8, Dex 8, Con 12, Int 16, Wis 12, Cha 14

Skills: Concentration +6, Spellcraft +7, Scry +7, Alchemy +4, Move Silently +2, Ride +2, Search +2; Feats: Combat Casting, Scribe Scroll, Spell Focus – Transmutation.

Spells (4/3/2): 0 lvl—*detect magic*, *mage hand*, *open/close*, *read magic* 1st lvl—*alarm**, *grease*, *shocking grasp* 2nd lvl—*ray of enfeeblement*, *blindness*.

Equipment: robes, quarterstaff, spellbook (above spells only, several pages ripped out).

Tier 1 (EL 2)

Bandit, male human Ftr1 (2): CR1; Medium-size humanoid (5 ft. 8 in.); HD 1d10; hp 8; Init: +5 (+1 Dex, +4

Improved Initiative); Spd 30 ft; AC 13 (+2 leather armor, +1 Dex); Atks +2 melee (1d6+1 [19-20/x2], short sword), or ranged +1 (1d8 [crit 19-20/x2], light crossbow); AL NE; SV Fort +3, Ref +1, Will +2

Str 12, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Hide +2, Listen +2. **Feats:** Improved Initiative, Iron Will, Weapon Focus (short sword)

Equipment: leather armor, short sword, light crossbow, 6 bolts, 2 gp, 7 sp, 20 cp

Tier 2 (EL3)

bandit male human Ftr1/Rog1 (2): CR 2 Medium-size humanoid (5 ft. 8 in.); HD 1d10+1d6; hp 13; Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 leather, +1 Dex); Atks +2 melee (1d6+1[crit 19-20/x2], short sword), or ranged +1 (1d8 [crit 19-20/x2], light crossbow); SA Sneak Attack +1d6; AL NE; SV Fort +3, Ref +3, Will +2.

Str 12, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Hide +5, Listen +5, Move Silent +4. **Feats:** Improved Initiative, Iron Will, Weapon Focus (short sword).

Equipment: leather armor, short sword, light crossbow, 6 bolts, 10 gp, 35 sp, 50 cp.

Tier 3 (EL 4)

Bandit, male human Ftr2/Rog1 (2): CR 3 Medium-size humanoid (5 ft. 8 in.); HD 2d10+1d6; hp 20; Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+4 chainshirt, +1 Dex); Atks +3 melee (1d6+1 [crit 19-20/x2], short sword), or +2 ranged (1d8 [crit 19-20/x2], light crossbow); SA Sneak attack +1d6; AL NE; SV Fort +4, Ref +5, Will +2.

Str 12, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Climb +2, Hide +5, Listen +5, Move Silent +4. **Feats:** Iron Will, Lightning Reflexes, Shield Proficiency, Weapon Focus (short sword), Point Blank Shot.

Equipment: chainshirt, small shield, light crossbow, 12 bolts, short sword, 1 pp, 35 gp, 52 sp, 50 cp.

Encounter 21: The Barracks

Before anything else the PCs will have to defeat the enemies bunking there. If encounter 15 (the guards) was run, deduct vanquished foes from the numbers here.

Tier 1 (EL 4)

Bandit male human War1 (4): CR 1; Medium-size humanoid (5 ft. 6 in.); HD 1d8; hp 7; Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 leather); Atks +1 melee (1d6 [crit 19-20/x2], shortsword); AL NE; SV Fort +2, Ref +0, Will +0.

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Hide +1. **Feats:** Improved Initiative.

Equipment: leather armor, short sword, 2 gp, 14 sp, 10 cp.

Bandit male human Rog1 (2): CR 1; Medium-size humanoid (5 ft. 8 in.); HD 1d6; hp 5; Init: +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather); Atks +0 melee (1d6 [crit 19-20/x2], short sword); SA Sneak attack +1d6; AL NE; SV Fort +0, Ref +2, Will +0.

Str 10, Dex 16, Con 11, Int 10, Wis 9, Cha 9

Skills: Climb +3, Disable Device +4, Escape Artist +6, Hide +3, Innuendo +4, Intuit Danger +4, Listen +4, Move Silent +6, Search +4, Tumble +6, Use Rope +6. **Feats:** Improved Initiative, Dodge.

Equipment: leather armor, short sword, 1 gp, 24 sp

Tier 2: (EL 6)

Bandit male human War1/Rog1 (4): CR 2 Medium-size humanoid (5 ft. 6 in.); HD 1d8+1d6; hp 11; Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 studded leather, +1 Dex); Atks +1 melee (1d6 [crit 19-20/x2], short sword), +1 ranged (1d6 [crit x3], shortbow); SA Sneak attack +1d6; AL NE; SV Fort +2, Ref +2, Will +0.

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Hide +1, Move Silent +4, Search +3, Open Lock +3. **Feats:** Improved Initiative.

Equipment: studded leather armor, short sword, shortbow, 12 arrows, 4 gp, 14 sp, 10 cp, dog whistle

Bandit male human Rog2 (2): CR 2 Medium-size humanoid (5 ft. 8 in.); HD 2d6; hp 10; Init: +7 (+3 Dex, +4 feat); Spd 30 ft.; AC 15 (+3 Dex, +2 leather); Atks +0 melee (1d6 [crit 19-20/x2], shortsword); SA Sneak attack +1d6; AL NE; SV Fort +0, Ref +2, Will +0

Str 10, Dex 16, Con 11, Int 10, Wis 9, Cha 9

Skills: Climb +3, Disable Device +4, Escape Artist +6, Hide +8, Innuendo +5, Intuit Danger +5, Listen +6, Move Silent +7, Search +5, Tumble +6, Use Rope +6. **Feats:** Improved Initiative, Dodge.

Equipment: leather armor, short sword, 5 gp, 2 ep, 24 sp.

Briuce human male Ftr2/Rog2: CR 4 Medium-size humanoid (6 ft. 1 in. tall); HD 2d10+2d6; hp 27; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 chain shirt, +2 Dex); Atks +3 melee (1d8+2 [crit 19-20/x2], longsword) or 1d6+1 [crit 19-20/x2], short sword), SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +3, Ref +3, Will +0

Str 16, Dex 14, Con 13, Int 13, Wis 9, Cha 10.

Skills: Jump +4, Craft- Trapmaking +2, Handle Animal +2, Ride +3, Climb +4, Appraise +5, Decipher Script +5, Disguise +4, Hide +6, Intimidate +4, Listen +3, Move Silent +6, Open Locks +6, Sense Motive +3, Spot +3, Use Rope +6, Use Magical Device +4. **Feats:** Blind-fight, Expertise, Combat Reflexes, Improved Initiative, Improved Trip

Equipment: chain shirt, heavy crossbow, 12 bolts, 10 daggers, 1 longsword, bag of coins (3 pp, 26 gp, 32 ep, and 2 agates worth 30 gp each).

Tier 3 (EL 8)

Bandit male human War1/Rog1 (3): CR 2 Medium-size humanoid (5 ft. 6 in.); HD 1d8+1d6; hp 11; Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3

studded leather, +1 Dex); Atks +1 melee (1d6 [crit 19-20/x2], short sword), +1 ranged (1d6 [x3], shortbow); SA Sneak attack +1d6; AL NE; SV Fort +2, Ref +2, Will +0

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Ride +2, Move Silent +4, Search +3, Open Lock +3. **Feats:** Improved Initiative, Dodge

Equipment: studded leather armor, shortsword, shortbow, 12 arrows, 14 gp, 14 sp, 10 cp, dog whistle

Bandit male human War1/Rog2 (3): CR 3 Medium-size humanoid (5 ft. 6 in.); HD 1d8+1d6; hp 11; Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+3 studded leather, +1 Dex); Atks +1 melee (1d6 [crit 19-20/x2], short sword), or +1 ranged (1d6 [x3], shortbow); AL NE; SV Fort +2, Ref +2, Will +0.

Str 11, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills: Handle Animal +2, Ride +2, Move Silent +4, Search +3, Open Lock +3. **Feats:** Improved Initiative, Dodge.

Equipment: studded leather armor, short sword, shortbow, 12 arrows, 14 gp, 14 sp, 10 cp, dog whistle.

Bandit male human Rog2 (3): CR 2 Medium-size humanoid (5 ft. 8 in.); HD 2d6; hp 10; Init: +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather); Atks +0 melee (1d6 [crit 19-20/x2], short sword); AL NE; SV Fort +0, Ref +2, Will +0.

Str 10, Dex 16, Con 11, Int 10, Wis 9, Cha 9

Skills: Climb +3, Disable Device +4, Escape Artist +6, Hide +8, Innuendo +5, Intuit Danger +5, Listen +6, Move Silent +7, Search +5, Tumble +6, Use Rope +6; **Feats:** Improved Initiative, Dodge.

Equipment: leather armor, short sword, 5 gp, 6 ep, 24 sp, agate worth 10 gp.

Bruce human male Ftr2/Rog3: CR 5 Medium-size humanoid (6 ft. 1 in. tall); HD 2d10+3d6; hp 32; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 chain shirt, +2 Dex); Atks +4 melee (1d8+2 [crit 19-20/x2], longsword) or (1d6+1 [crit 19-20/x2], shortsword), ranged (1d10 [crit 19-20/x2], heavy crossbow) or (1d4+2 crit 19-20/x2, dagger); SA Sneak Attack +1d6 SD Evasion; AL NE; SV Fort +3, Ref +3, Will +0

Str 16, Dex 14, Con 13, Int 13, Wis 9, Cha 10.

Skills: Jump +4, Craft- Trapmaking +2, Handle Animal +2, Ride +3, Climb +4, Appraise +5, Decipher Script +5, Disguise +4, Hide +8, Intimidate +5, Listen +5, Move Silent +8, Open Locks +7, Sense Motive +4, Spot +4, Use Rope +6, Use Magical Device +4; **Feats:** Blind-Fight, Expertise, Combat Reflexes, Improved Initiative, Improved Trip;

Equipment: chain shirt, heavy crossbow, 6 +1 bolts, 12 bolts, 10 daggers, 1 longsword, bag of coins (5 pp, 56 gp, 46 ep, and 2 agates worth 30 gp each).

If the PCs wait until the wee hours of the night to invade the lair and manage to enter the lair without setting off any alarms, the bandits will likely be sleeping. Once the *alarm* spell goes off, figure that it takes all of them one round to wake up, and five rounds to hastily put on their

armor and get to encounter 20. PCs who make it here before the sixth round should meet foes whose armor class is worse by a factor of one for each round before round six.

Tactics:

The rogues in each of the tiers will wait in the shadows and drapes near the entrance to the barracks, hoping to gain sneak attacks against reckless PCs. In tiers 2 and higher, the warriors may retreat to the back of the barracks, tossing beds to provide cover and engaging the PCs in missile fire to lure them into the room. Again, the rogues will use this opportunity to sneak attack any PCs, possibly running away down the hall after doing so to avail themselves a chance to do so again later.

This long room is perhaps 30 ft. wide and 50 ft. long. Three rows of crudely made beds line the walls and center of the room. A few of the beds have chests under them; most have only a pile of clothes peaking out from under the side. Despite the crudeness of the bed itself, almost every bed has fine linen sheets. Several candelabras are scattered about the room, shedding additional light on the room and its former occupants.

Treasure:

- 12 sets of sheets the bandits were using for bedding. While somewhat soiled, they could be cleaned up and sold for 3 gp each. Each set of sheets weighs 2 lbs.
- 3 silver plated candelabras, each weighing 15 lbs. and worth 30 gp each

Encounter 22 - Dining Hall

PCs get to this encounter by moving north from encounter 20 (the anteroom) or by coming from encounter 23 (the kitchen).

The small irregular hallway suddenly opens to a much larger room, perhaps 50 ft. at its widest point. Several crudely made tables and benches litter the room and many scraps of food cover the floor. Throughout the room large tapestries hang from the walls, hiding the rough-hewn walls underneath. The only visible exit is a small entrance directly across from you.

Bandits who retreat to this area (either from encounter 20 or encounter 25) use the tables as protection, gaining +2 to their AC versus missile fire.

Treasure:

- The three tapestries are some of the larger items the brigands have brought back. Each is worth 50 gp. The tapestries weigh 20 lbs. each.

Encounter 23 - The Kitchen

PCs get to this encounter by moving east from encounter 22 (dining hall) or north from encounter 24 (meat locker)

Read or paraphrase the following:

The aroma of cooking has mixed with the stench of what must be rotten meat, threatening to overwhelm you if you stay. Several sharp kitchen utensils hang from pegs on the wall while more lie on a nearby table. A large but crudely made fireplace sits along the south wall, lying cold and dormant at the moment. On the right wall, a small narrow door stands heavily barred against whatever lies beyond.

PCs must make a successful saving throw vs. fortitude (DC 12) to fight off nausea. Those who fail are forced to leave the room. The small door leading to encounter 24 has three bars sealing it. They can be easily removed from this side.

Treasure:

- The cutlery is worth 30 gp.

Encounter 24: Meat Storage Area

PCs get to this encounter by coming through the secret door (encounter 17) or from the door (encounter 23).

Pulling the door open, you peer into the room beyond. Instantly you are assaulted by the stench of raw and possibly rotting flesh. The room itself is perhaps 20 ft. square, hewn from the surrounding rock. Other than a few pieces of lumber (supporting a door in the ceiling / laying broken on the floor) there doesn't appear to be anything but the rotting meat in the room.

PCs must make a successful fortitude check (DC 20) to fight off the nausea. Those who fail are forced to leave the room. Consider anyone entering this room to be coated with the smell of raw flesh. The jackalweres and their jackal pets attack at +1 to hit and damage against anyone so affected.

The jackal's masters keep extra meat here. Much of the meat is rotting and the PCs should consider none of it consumable. A small trapdoor in the ceiling leads to a stump outside. PCs who find their way in through the stump must still force their way through the barred door leading to the kitchen.

If the players entered from the secret door in encounter 17 (hidden in the stump) the small door leading to encounter 23 is barred. It has three bars sealing it. Anyone hoping to gain access to the den from here must bust the door down, or cast *knock* twice (since there are more than 2 bars). The door opens inward on its hinges and is triple barred from the inside. It is not otherwise trapped. The door can withstand 45 points of damage before buckling.

Bust down the door with their body: PC must make a DC check to bust down the door outright. The door originally has a DC of 24. The Difficulty of breaking down the door changes depending on what actions, if any, the PCs take beforehand. For each 5 hit points of damage the door has taken, reduce the DC of the door by 1. Thus, if the PCs hack away at the door for 20 points of damage, the DC becomes 20 (20/5=4, 24-4=20).

Cast knock: The PCs must cast *knock* twice to release all three bars.

Tear down the door with weapons: For each 5 points of damage inflicted on the door, the DC check for busting open the door is reduced by 1.

Encounter 25: The Guild Hall

You are standing in a large, somewhat circular room. Four finely wrought silver sconces have been set into the cavern walls, casting a dim light on this sparse room. A crude throne squats along the far wall. Large piles of cloth lay in two piles in the room.

Tier 1 (EL 3)

Kaphas human male Rog3: CR 3; Medium-size humanoid (5 ft. 10 in. tall); HD 3d6+3; hp 15; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atks +2 melee (1d6+1 [crit 19-20/x2], shortsword), or +6 ranged (1d6 [crit x3], shortbow); SA Sneak attack +2d6; SQ Evasion; AL CE; SV Fort +1, Ref +3, Will +1.

Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills: Appraise +6, Climb +5, Craft (trapmaking) +6, Decipher Script +6, Disable Device +6, Escape Artist +7, Gather Information +4, Hide +7, Intuit Danger +4, Jump +5, Listen +4, Move Silent +7, Open Locks +7, Spot +4, Tumble +7, Use Magic Device +4. Feats: Dodge, Expertise, Mobility

Equipment: leather armor, short bow, shortsword, 19 arrows, thieves' tools, pouch with 70 sp, 15 gp, 2 pp, *cursed ring of animal friendship (jackal only)*

Tactics:

Tier 1 – Kaphas joins any combat nearby, attempting to gain a sneak attack if possible. If his brigands are being defeated, Kaphas uses his magic ring to call all remaining jackals to his aid. Once more than 3/4 of all brigands and jackals have been defeated, Kaphas flees to the nearest exit.

Tier 2 (EL 5)

Kaphas human male Rog4/Rgr1: CR 5; Medium-size humanoid (5 ft. 10 in. tall); HD 4d6+1d10+5; hp 28; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atks +4/+4 melee (1d6+1 [crit 19-20/x2], short sword) and (1d4+1, claw), or +3 ranged (1d6 [crit x3], shortbow); SA Sneak attack +2d6; SQ Evasion, Ranger Abilities; AL CE; SV Fort +4, Ref +7, Will +1

Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills: Appraise +6, Climb +5, Craft - Trapmaking +6, Decipher Script +6, Disable Device +6, Escape Artist +7, Gather Information +4, Hide +7, Intuit Danger +4, Jump +5, Listen +4, Move Silent +7, Open Locks +7, Spot +4, Tumble +7, Use Magic +4. **Feats:** Dodge, Expertise, Mobility, Ambidexterity*, Two-Weapon Fighting*

Ranger Abilities: favored enemy - +1 to listen, track vs humans; +1 to hit and damage vs. humans

SQ: *Ranger Abilities*—favored enemy - +1 to listen, track vs humans; +1 to hit and damage vs. humans

Equipment: short bow, shortsword, 19 arrows, thieves' tools, pouch with 70 sp, 45 gp, 4 pp, 1 periodot (50 gp) *cursed ring of animal friendship (jackal only)*

Tier 2 – Kaphas calls all brigands to retreat to the Dining Hall. He then sends half out the secret door in the meat locker room to come around and flank the PCs by entering through one of the other two entrances. Once more than 3/4 of the brigands and jackals have been defeated, Kaphas flees to the secret door in the meat locker room.

Tier 3 (EL 9)

Kaphas human male Rog5/Rgr2: CR 7; Medium-size humanoid (5 ft. 10 in. tall); HD 5d6+2d10+7; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atks +5/+5 melee (1d6+1 [crit 19-20/x2], shortsword and 1d4, claw), or +8 ranged (1d6 [x3], shortbow); SA Sneak Attack +3d6; SQ Evasion, Ranger Abilities; AL CE; SV Fort +4, Ref +4, Will +1

Str 12, Dex 16, Con 12, Int 14, Wis 11, Cha 10.

Skills: Appraise +6, Climb +5, Craft - Trapmaking +7, Decipher Script +6, Disable Device +8, Escape Artist +7, Gather Information +6, Hide +9, Intuit Danger +7, Jump +5, Listen +7, Move Silent +9, Open Locks +8, Spot +7, Tumble +8, Use Magic +4, Wilderness Lore +4, Track +4, Animal Empathy +4. **Feats:** Dodge, Expertise, Mobility, Ambidexterity*, Two-Handed Fighting*, Exotic Weapon – Claw.

SQ: *Ranger Abilities*—favored enemy - +1 to listen, track vs humans; +1 to hit and damage vs. humans

Equipment: short bow, short sword, claw, 19 arrows, thieves' tools, pouch with 70 sp, 65 gp, 4 pp, 1 periodot (50 gp) *cursed ring of animal friendship (jackal only)*

Erdlo, male jackalwere: CR 4; Medium-size shapechanger; HD 4d8; hp 26; Init: +1 (+1 Dex); Spd 30; AC 16 (+4 natural, +2 Dex); Atks +3 melee (1d6, bite) or +3 (1d4, claw); SA sleep gaze; SQ damage reduction 5/iron or +1, alternate form AL CE; SV Fort +4, Ref +4, Will +4.

Str 13, Dex 14, Con 10, Int 11, Wis 10, Cha 8.

Skills: Bluff +5, Spot +3; **Feats:** Scent, Improved Initiative

SA: *sleep gaze* (Su)—gaze causes *sleep* as per spell of the same name (cast as a 4th Level sorcerer) against unsuspecting (successful Bluff) or flat-footed creatures. Causes *sleep* in unsuspecting victims

SQ: *Alternate Form* (Su): Jackalweres can shift from its normal animal form to human form and a form that is a hybrid two with prehensile hands and animalistic features.

Changing to or from human and hybrid is a standard action. A slain jackalwere reverts to its jackal form.

Equipment: longsword, belt pouch with 5pp, 15 gp, 56 sp

Marnis, female jackalwere Rog1: CR 5; Medium-size shapechanger; HD 4d8+1d6; hp 28; Init: +1 (+1 Dex); Spd 30; AC 16 (+4 natural, +2 Dex); Atks +3 melee (1d6, bite) or +3 (1d4, claw); SA sleep gaze, sneak attack +1d6; SQ damage reduction 5/iron or +1 AL CE; SV Fort +4, Ref +4, Will +4.

Str 13, Dex 14, Con 10, Int 11, Wis 10, Cha 8.

Skills: Bluff +5, Spot +3, Tumble +5, Hide +5, Move Silent +5, Search +4, Balance +5, Climb +5, Intimidate +3, Search +4; **Feats:** Scent, Improved Initiative, Dodge

SA: *sleep gaze* (Su)—gaze causes *sleep* as per spell of the same name (cast as a 4th Level sorcerer) against unsuspecting (successful Bluff) or flat-footed creatures. Causes *sleep* in unsuspecting victims.

SQ: *Alternate Form* (Su): Jackalweres can shift from its normal animal form to human form and a form that is a hybrid two with prehensile hands and animalistic features. Changing to or from human and hybrid is a standard action. A slain jackalwere reverts to its jackal form.

Equipment: longsword, belt pouch with 5pp, 15 gp, 56 sp.

Melanese female elf Wiz3/Rog3: CR 6; Medium-size humanoid (5 ft. 3 in.), HD 3d4+3d6+12, HP 28 (+3 Toughness); Init +8 (+4 Dex, +4 Improved Initiative); Spd 30; AC 14 (+4 Dex); Atks +0 melee (1d6 [crit 19-20/x2], shortsword), or +4 ranged (1d4 [crit 19-20/x2], hand crossbow); AL NE SV Fort +4, Ref +8, Will +4.

Str 9, Dex 16, Con 13, Int 14, Wis 11, Cha 14;

Skills: Appraise +6, Bluff +5, Concentration +5, Decipher Script +7, Diplomacy +5, Disable Device +4, Escape Artist +5, Forgery +4, Gather Info +4, Hide +5, Innuendo +6, Intimidate +4, Knowledge- Arcana +5, Knowledge- Religion +4, Listen +2, Move Silently +5, Open Lock +5, Pick Pocket +7, Scry +4, Search +4, Sense Motive +2, Spellcraft +6, Spot +6, Tumble +5. **Feats:** Improved Initiative, Toughness.

Equipment: short sword, hand crossbow, 12 hand quarrels, thieves' tools, Spells (4/4/2) 0 *lvl*—*ray of frost* (x2), *mage hand*, *read magic*, 1st *lvl*—*sleep*, *true strike*, *shield*, *magic missile*; 2nd *lvl*—*minor image*, *invisibility*

Tactics:

Tier 3 – Melanese casts *minor illusion* of the NPCs waiting for combat in the guild hall while the real NPCs wait in encounter 28 (Kaphas' Room). Once the PCs discover the deception, the jackalweres switch to hybrid form and attack. Kaphas joins them. Melanese casts spells to aid her fellow NPCs (such as *mirror image*). If at risk or after casting all of her spells, melanese goes *invisible* and attempts to escape

Treasure:

- 4 silver wrought sconces mounted on the walls worth 15 gp. They weigh 3 lbs. each.

Encounter 26: Trapped Hallway

PCs get to this encounter by coming back from encounter 25 (guildhall) or from encounter 20 (anteroom) or from encounter 22 (dining hall).

The cavern walls have narrowed here – no more than two people can walk abreast in the hallway. Your light shines down the sandy hallway, casting shadows over the coarse rock walls and playing tricks with your eyes. Ahead, perhaps 30 feet, a flickering light casts a dim glow from some unknown crevice out of sight.

PCs who think to ask about the sand: The sand was added by the thieves to help disguise the traps hidden in the hallway. PCs can quickly determine that the sand is only a surface coating and that solid rock is hidden just an inch or so beneath the surface. Brushing away the sand reduces the DC by four for locating the traps 1 and 2 while just knowing the sand is a thin coating reduces the DC by 1.

Traps:

There are three traps in the hallway. As an overview, the first trap is a pivoting spring pit trap, the second is a spring-loaded spike trap, and the third is just Leomund's trap cast on the lock mechanism of the door.

Trapdoor pit: 20 ft. deep (1d6 points of real, 1d6 points of subdual); Reflex save to avoid (DC 20); Search (DC 23/19); Disable Device: N/A (DC 16)

Any PC with the search skill may attempt to find pit traps. However, since the pit is hidden beneath sand, only PCs who brush away the sand on the floor as they go and rogues have any chance to locate this trap. The difficulty reduces to 19 if the sand is brushed away. Tell a successful searcher he has found two rectangular shaped sets of lines in the floor and that he suspects it is a collapsing pit trap. If a PC makes his disable device skill on this trap he is essentially setting off the trap and then using some mechanism such as a 10 ft. pole or iron spikes to prevent the doors from resetting. If a PC fails his disable device skill check, have him roll a Reflex save as normal to avoid falling into the pit.

PCs must still find some way to traverse the 10 ft. wide and 15 ft. deep pit. They can use the jump skill running DC 16, standing DC 24) or the climb skill (DC 20).

If the PCs miss the first trap, the PCs in the front row are caught by surprise as the floor opens beneath them. Each PC must make a Reflex saving throw (DC 20) to avoid falling in. Running or reckless PCs do not get a saving throw. Those who are unsuccessful drop into the darkness below. Before anyone can react, the collapsing floor springs back up and locks into place.

Do not verbally tell the trapped PCs their fate at this time nor allude to anything that might be in the pit or

describe how deep the pit is. Hand them Player Handout #2.

The pit is 15 ft. deep and 10 ft. wide. The collapsing floor will take 40 points of damage from blunt weapons before it will crack. The pit is not airtight, so suffocation is not a concern. If the PCs bang on the stone (perhaps to break it) any remaining bandits will come to investigate, assuming at least some of the party is incapacitated and that this would be a good time to attack. Thieves may even try to hide and move silently to get sneak attacks on party members otherwise occupied. If the PCs have posted guard(s) while they work at extracting their comrades, they may get opposing checks against the hide and move silently. Impose a -10 penalty to the PCs listen if the PCs are banging on the stone to break it open. Impose a -10 penalty to the PCs spot if they are not actively guarding while their fellow party members work on the trap.

It should be fairly simple for the PCs to drop weight on to the trap until it opens. Then use a 10 ft. pole or spikes to quickly secure it open. If the PCs use this idea, have PCs in the pit make a reflex save (DC 20) to avoid being hit by falling debris. Once the doors are open, assume a strength check (DC 15) for one of the lower PCs to hold one side open or a strength check (DC 20) for someone from above to hold it open. Of course, how one of the lower PCs gets up 10 feet to grab a hold of the stone plate still needs to be determined.

Spring-loaded spike trap: +5/+5 melee (1d4); Search (DC 22), Disable Device (DC 20).

Just beyond the first trap is the second. It is activated from a pressure plate on the floor and can be disarmed by tampering with the pressure plate. A faster way to bypass the trap has the PCs set off the trap with a 10 ft. pole (or long weapon), then break the spiked poles off to allow safe passage.

If the PCs miss or fail to remove the second trap, six slender poles with spikes attached spring from the walls, striking anyone in the front row. PCs hit by this trap must make Dexterity checks (DC 18) or risk falling backwards into trapdoor pit.. The judge should use his judgement to gauge the cascading effects of the falling PCs (i.e. any domino effect)

Having survived two traps, you have arrived at the end of the hallway only to be confronted by a large steel door. A keyhole directly above the doorknob tells you the door is probably locked.

Leomund's Trap: Search (DC21), Disable Device (N/A)

The door is locked. The key is one of those found on the ring in Kaphas' room (encounter 28). If the PCs detect the last trap, tell the rogue that he has found that a complex trap appears to be integrated into the lock mechanism of the door. If the PCs miss or fail to remove the last trap, go on to encounter 27 (treasure room).

Encounter 27: Treasure Room

PCs reach this encounter by getting past the three traps in encounter 26.

The large metal door creaks loudly as it swings open into a room. Peering into the room beyond, the glow of your light reflects off several urns, chests, and other containers.

This is the treasure room for the bandits. Some of the treasure is divvied up amongst the thieves. Another portion is kept here. A third portion has been taken as a tribute to the faction Kaphas' is trying to join.

Most chests contain a variety of common items such as coils of rope and hooded lanterns.

Any chest containing treasure is locked. The keys to all of the chests are kept on the table in Kaphas' room (Encounter 28).

Treasure:

All commodities are broken into 1lb. Blocks

- 200 silver pieces (in small sacks)
- 3 hooded lanterns
- 4 50 ft. coils of hemp rope
- 10 winter blankets
- box full of candles (100 candles)
- 25 lbs l of tea leaves
- 10 lbs. of tobacco
- 5 lbs of cinnamon
- 1 saddle bags
- 10 sheets of parchment
- 1 50 ft. coils of silk rope

Encounter 28: Kaphas' Room

PCs reach this encounter by getting past the NPCs in encounter 25.

(insert PC's name) opens the door to reveal a larger, more finished room than the one your standing in now. Perhaps 30 ft. wide and slightly longer, large decorative rugs cover much of the floor. In the far corner, a large wooden bed layered with fine sheets and pelts sits invitingly. Mirrors, positioned around the room, catch your light source and reflect it back into the room. A large table sits opposite of the bed and numerous loose papers are strewn over its surface.

PCs search the papers: The papers are mostly blank. A few are maps and brief plan outlines for future and past attacks. These papers should be considered excellent evidence that the jackal bandits are behind the murders.

PCs search the room: they find a giant ring of keys hanging on a peg in the wall. The keys are unmarked. While some open the locks in the treasure room, many are worthless.

PCs examine the bed: 1+1 per tier level (i.e. from 2-4) sets of sheets worth 7 gps each and weighing 2 lbs. each, one animal pelts per tier level (beaver, fox, bear) worth 25 gp * tier level and weighing 4 lbs * tier level each.

PCs examine the mirrors: 1+1 per tier level (i.e. from 2-4) small but inlaid with silver, are hung on the wall by a wire. Each is worth 15 gp and weighs 5 lbs.; all are trapped. If pulled from the wall, they release a cloud 5 ft. in diameter or sleep poison. All PCs in the area must save vs. fortitude (DC 20) or fall asleep for 1d4 * 10 minutes. PCs who fall asleep are assumed to have dropped the mirror, shattering it.

PCs examine the rugs: Two rugs, both splattered with large dark stains. No apparent value.

Alternate Conclusion

This conclusion is given in the event PCs spend too much time in other encounters and don't have time in the slot to make their way into the lair and defeat the brigand leaders. As the judge should make this determination long before you get to encounter 14 (the lair). If you haven't already done so, read the player text from encounter 14, then immediately read the following:

Suddenly, a volley of arrows rains down on your party from near the top of the hill, a couple of hundred feet away. Looking for the source of the arrows, you see several men in armor massing near the large twisted tree at the top of the hill. As arrows continue to rain down on your position, other men emerge, possibly from the tree itself, to join their comrades. A group of four stands out from the rest. A dwarf in full plate, a large human with a wicked greatsword, a skinny runt human with greased black hair, and an elven sorceress peer intently down at your position from the safety of their location. The sorceress waves fingers and arms high, and in a puff of smoke, the four are gone.

The smoke is just a diversion. The brigand leaders enter the lair again through the tree and then exit through the jackal lair at the back of the hill. Consider them completely gone in three minutes.

Use the brigands from encounter 20 and encounter 21 for the enemies. While the PCs are combating these brigands, the leaders sneak out through the jackal entrance. After the leaders have safely fled, the remaining bandits break ranks and run for the cover of the woods. From this point the PCs are welcome to search the bodies of the dead or the lair. All of the tapestries and other large items of value are still in the lair. Consider the treasure room to be empty of everything but the tea leafs, couple of lanterns, and a coil of rope. The papers implicating the brigands by name in encounter 28 are gone.

When the PCs have searched the lair to their satisfaction, roleplay their return to the city of Dyvers.

Obviously, city officials and merchants are happy to hear the attackers are merely brigands, but disappointed at the PCs failure to catch the perpetrators. Without the leaders or the letters there is little to substantiate the PCs' claims. Still, the judge should arrange for the PCs to keep whatever they scavenged from the bodies of the fallen brigands, whatever they find in the lair and a 75 x tier level gp bounty for the information they provide (for the entire party, not per PC).

Conclusion

After the PCs have vanquished the villains there is the small matter of getting the treasure back to the city. The judge should add up all the loot the PCs have taken, both by its gp value (listed on DM Handout #3) and its weight (DM Handout #4). Obviously, if PCs made no plans to bring their loot back to the city (i.e. brought no wagon, horses, etc) they will be significantly limited in the treasure they can take back. If the PCs had the presence of mind to purchase a wagon and two horses, all of the treasure listed can be put there. Otherwise, the PCs will have to take other measures. Evaluate any plan submitted. Assume any treasure left unguarded, even if buried or hidden, to be gone when the PCs return for it later.

The read-aloud text that follows assumes that the PCs vanquished the bandits for their tier, found the letters and maps indicating the NPCs' guilt in the matter, and recovered some of the cargo from the lair. Read or paraphrase the following based on the party's actual accomplishments.

Having defeated the bandits and their leaders, you return north to the city of Dyvers with the treasure you recovered. Once you reach the south gate, news of your success spreads quickly. The treasure and vast sums of gold you had hoped to find were no where to be found in the lair. Obviously, the bandits had another stash hidden somewhere or the contraband had already been spent. Some letters you found indicated another bandit group in the Gnarley Forest was in cahoots with the savage murderers. Perhaps the treasure is there.

Whoever met with the PCs in chapter one meets up with the PCs again, congratulating them on their success and providing whatever fee was agreed to. At first Darmon does not wish to pay any ransom since the PCs were only to be paid if the murderers ended up being animals. If the PCs argue that the murderers were at least in part animals or monsters, Darmon will reluctantly agree and suggest a compromise of 20 gp each since the party did get to keep the stolen merchandise tax and duty free.

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.

Encounter Two:

If the party hits any encounter from 3 to 7 rather than rushing out of the city 50 XP

Encounter Ten:

Gaining useful information from Corvus 50 XP

Encounter Eleven:

Gaining useful information from Gallonious 50 XP

Encounter Sixteen:

Finding the front door trap 50 XP

Encounter Twenty:

Defeating Bad Guys 100 XP
Not Killing Fagan 50 XP

Encounter Twenty-Five:

Defeating Kaphas 50 XP

Total Experience for Objectives: 400 XP

Roleplaying Experience: 0-50 XP

Total possible experience 450 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 worth more than 200 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, such as Infamy. 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.

- 5 lbs of cinnamon (5 gp, 5 lbs., cinnamon)
- 1 saddle bags (4 gp, 8 lbs, leather)
- 10 sheets of parchment (2 gp—2 sp each, parchment)
- 1 50 ft. coils of silk rope (10 gp, 5 lbs., silk)

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 it later finds unreasonable but which were allowed at the time.

Encounter 3

10-49 gp x tier

- Tier 1 - *scroll of cure light wounds* (Value 25 gp)
- Tier 2 - *scroll of cure moderate wounds* (Value 150 gp)
- Tier 3 - *scroll of cure serious wounds* (Value 375 gp)

50 gp x tier

- Tier 1 - *scroll of cure moderate wounds* (Value 150 gp)
- Tier 2 - *scroll of cure serious wounds* (Value 375 gp)
- Tier 3 - *scroll of cure critical wounds* (Value 700 gp)

Encounter 21

- 12 sets of sheets (3 gp each after washed, 2 lbs. each, cloth, common)
- 6 bolts +1 (47 gp each, ¼ lb, wood)
- 3 Silver-plated candelabras (30 gp each, 15 lbs, silver-plated iron)

Encounter 22

- Set of cutlery (30 gp, 4 lbs, silver)

Encounter 23

- Three Tapestries (30 gp, 20 lbs, cloth)

Encounter 25

- Four silver-wrought sconces (15 gp, 3 lbs, silver)
- *Cursed ring of animal friendship* (30 gp, silver, common): This ring is a *ring of animal friendship* but works only with jackals. As well the user believes he is a jackalwere. The user may only be convinced otherwise by way of a *remove curse* spell. If the curse is removed, the power of the ring is lost.

Encounter 27

- 200 silver pieces
- 3 hooded lanterns (7 gp each, 2 lbs, iron)
- 4 50 ft. coils of hemp rope (1 gp each, 10 lbs., hemp)
- 10 winter blankets (5 sp, 3 lbs., cloth)
- box full of candles (100 candles) (1 cp per candle, * (entire box 7 lbs., wax)
- 25 lbs of tea leaves
- 10 lbs. of tobacco (5 gp, 10 lbs., tobacco)

Player Handout #1

A man, dressed like a merchant, just stood up and began walking south along the palace wall. You think he is motioning for you to follow him.

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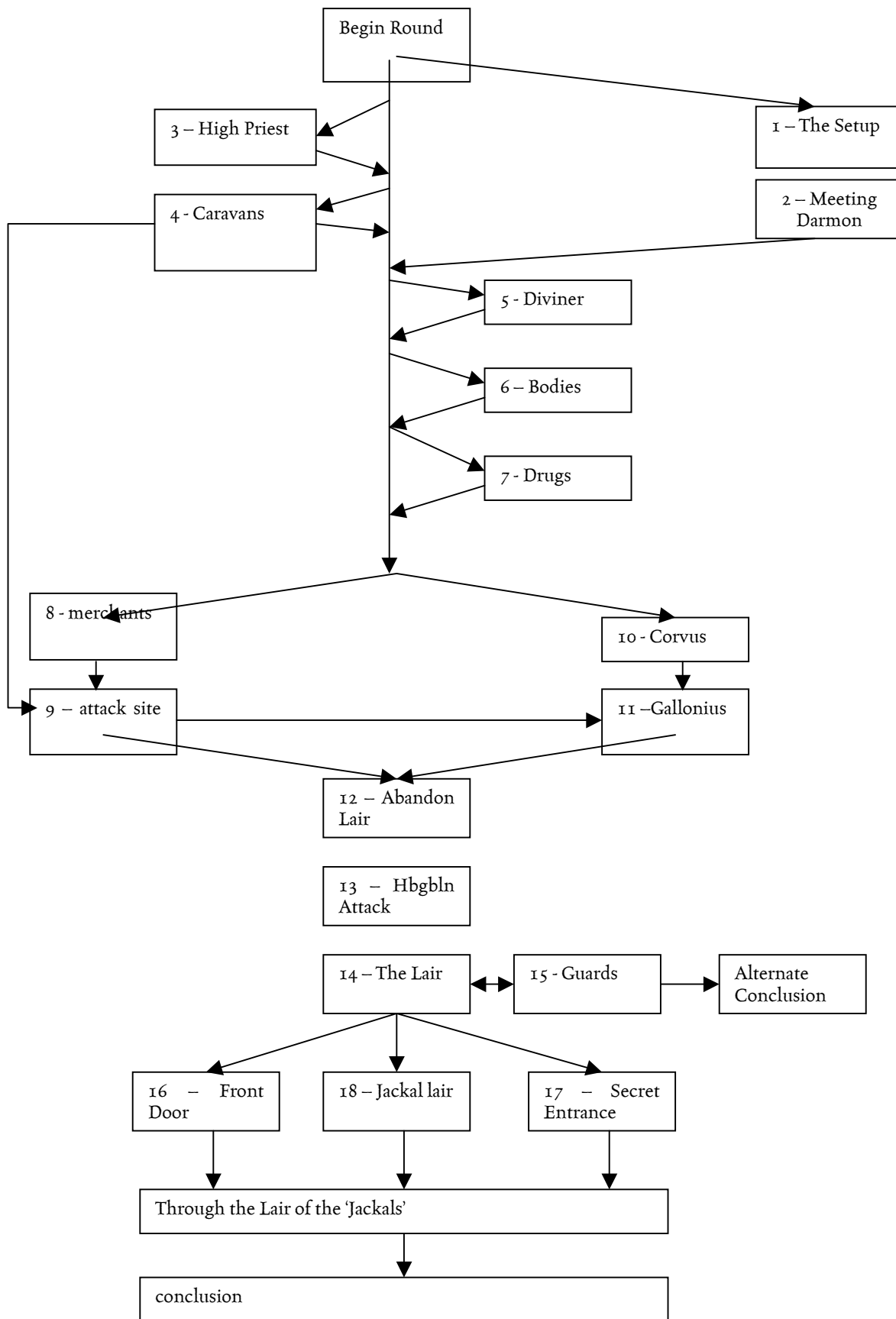
Player Handout #2

You have fallen into a pit, landing in sand and taking ____ points of real damage and ____ points of subdual damage. A thin stream of light is visible above. Judging on the light, the pit is perhaps 15 ft. deep.

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You have fallen into a pit, landing in sand and taking ____ points of real damage and ____ points of subdual damage. A thin stream of light is visible above. Judging on the light, the pit is perhaps 15 ft. deep.

DM Handout #1 – Dine and Dash encounter flowchart



DM Handout #2 – Map of the Bandit's Lair

