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an introductory adventure module for 1st-level characters

THEEVES IN THE FOREST

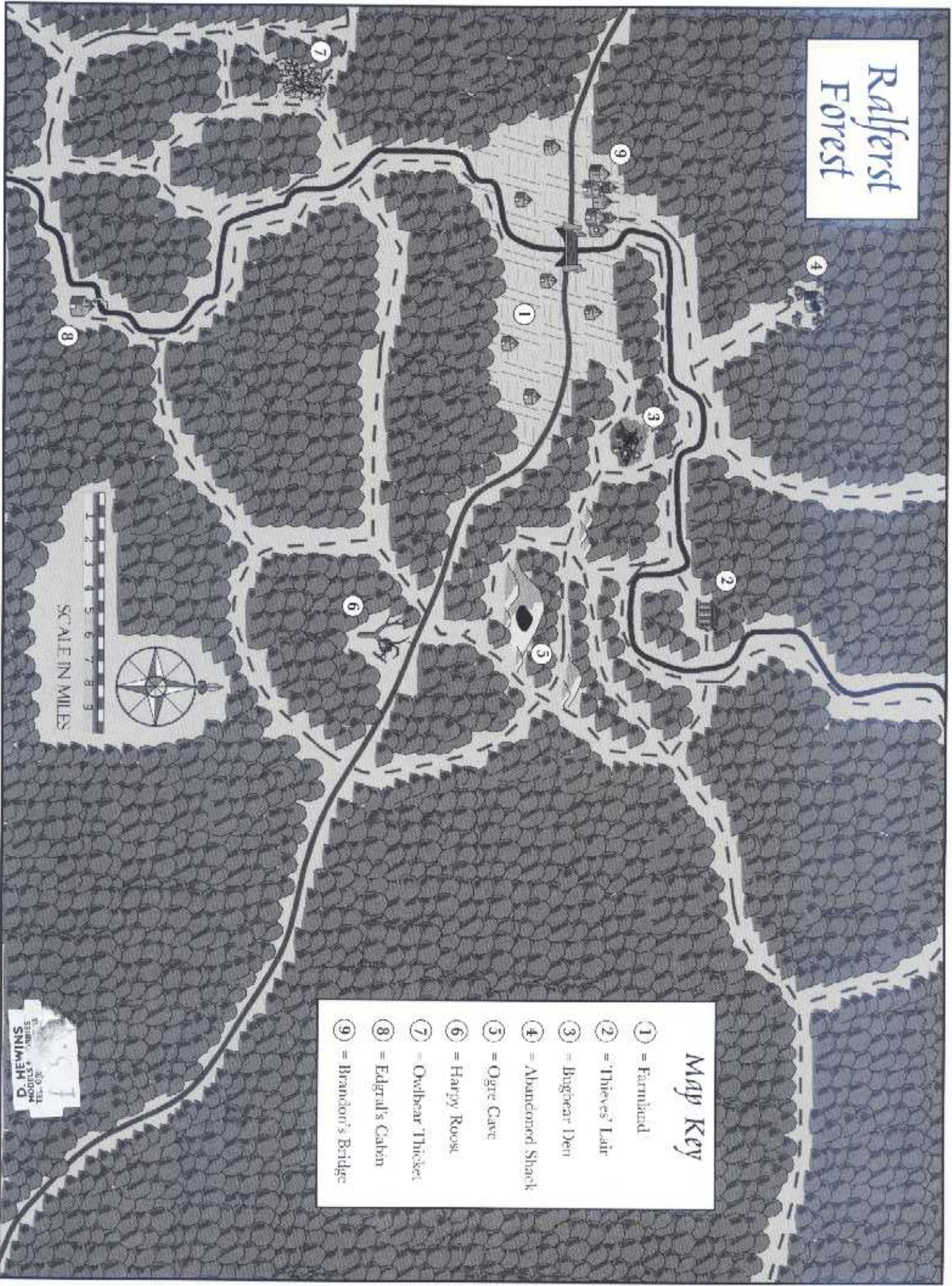
BY JOHN NEPHEW

ATLAS
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Requires the use of the Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast.®

Ralferst Forest



Map Key

- ① = Farmstead
- ② = Thieves' Lair
- ③ = Bugbear Den
- ④ = Abandoned Shack
- ⑤ = Ogre Cave
- ⑥ = Harry's Roost
- ⑦ = Owlbear Thicket
- ⑧ = Edgral's Cabin
- ⑨ = Brandon's Bridge

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THIEVES IN THE FOREST

AN INTRODUCTORY ADVENTURE
FOR 4 - 6 CHARACTERS OF 1ST LEVEL

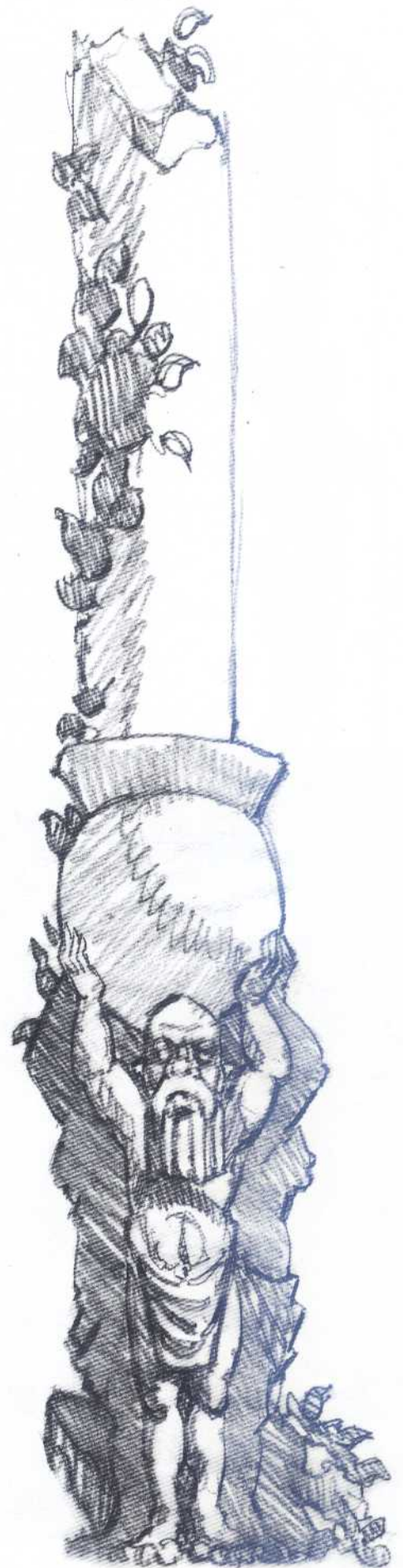
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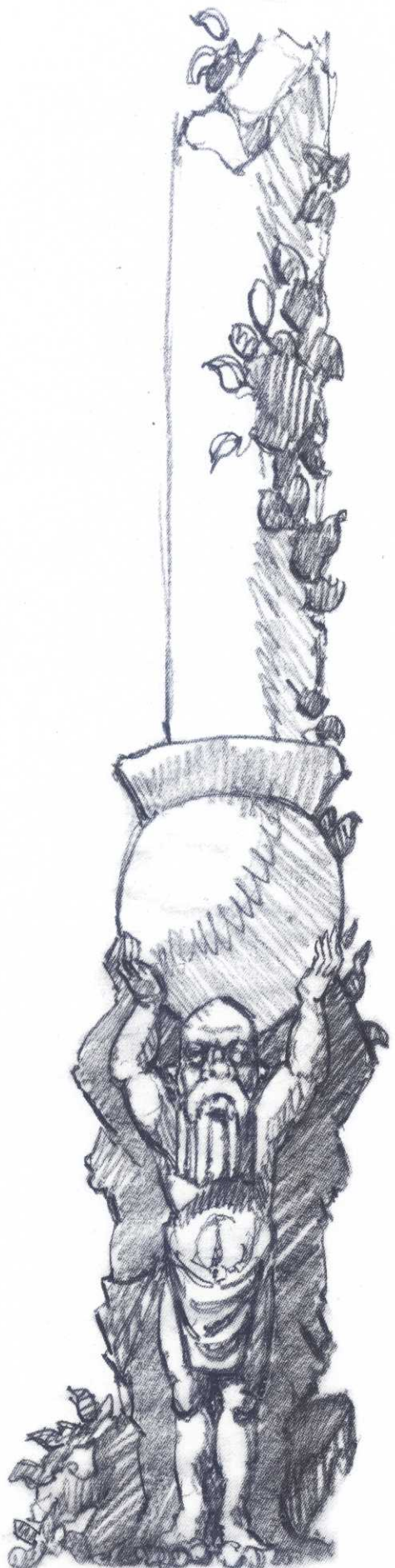
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THIEVES IN THE FOREST

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CHAPTER ONE

I NTRODUCTION

Trylgorin moaned softly. Every bone in his body ached, every sinew sang with pain like the string of an ill-tuned lyre. Something was touching his face, cold and moist, nudging him unwillingly back to consciousness. He opened an eye to see, up close, the tusked snout of a boar. Closing both eyes tight he wondered, could it get worse, after what the thieves had done to him? Reluctantly he opened his eyes again, this time to see a man.

“Welcome back to the land of the living,” said the hunter, Edgral. “Truffles was sure you were a goner” — he gestured to the great boar, digging away at the roots of an oak tree down the path — “but I saw little harm in trying to bandage your wounds. What happened?”

“Bandits!” croaked Trylgorin. “I was taking this path to avoid the nest of the harpy that I heard settled along the main road. The thieves took my trade goods, beat me within an inch of my life, and left me for dead.” He tried to sit up, by cried out in pain as he shifted a leg. “I think it’s broken.”

“I’ve put a rough splint on that leg already. It was worse when those bones were sticking out, believe me. Come on, let’s get you to Brandon’s Bridge. The priest Gravin is a much better healer than I’ll ever be.”

“It’s long past time somebody does something about those thieves.”

Edgral clucked without sympathy. “Danger is the way of the wild, you know. Take down the thieves, and something else will leap up to fill their place.”

NOTES TO THE GAME MODERATOR

Thieves in the Forest is an introductory D20 System adventure designed for a party of 4-6 characters of first level. A second level character or two may be permitted if the party is smaller, or if you, the Game Moderator (GM), adjust the strength and numbers of the opponents in the module accordingly. A balance of classes and races is recommended. You may find this scenario particularly useful for introducing new players to the game (or old players to the new edition). Since it is relatively simple in scope, it the module should be easily adaptable to other fantasy RPG systems as well.

CHAPTER ONE: INTRODUCTION

Certain assumptions underlie this scenario. For example, the player characters (PCs) are assumed to be motivated by a desire for heroism and to do good. PCs are thus implicitly assumed to be either good in alignment, or to be neutral with a world-view that doing good will benefit them, even if it doesn't bring immediate cash rewards. Characters who are selfish, and players who require complex motivations for their adventuring activities, may not fit in well without additional effort on your part in explaining why they need to find and defeat the thieves. (See "Alternate Beginnings," below.)

Background information in this adventure is highly flexible. This allows you to flesh it out and drop the scenario into an existing game world with a minimum of fuss. You should of course rename Brandon's Bridge, for example, if there is suitable settlement of similar size and location in your game world.

The maps in this module were created using *Campaign Cartographer 2* from ProFantasy Software. The PC-format files of these maps are available for download from

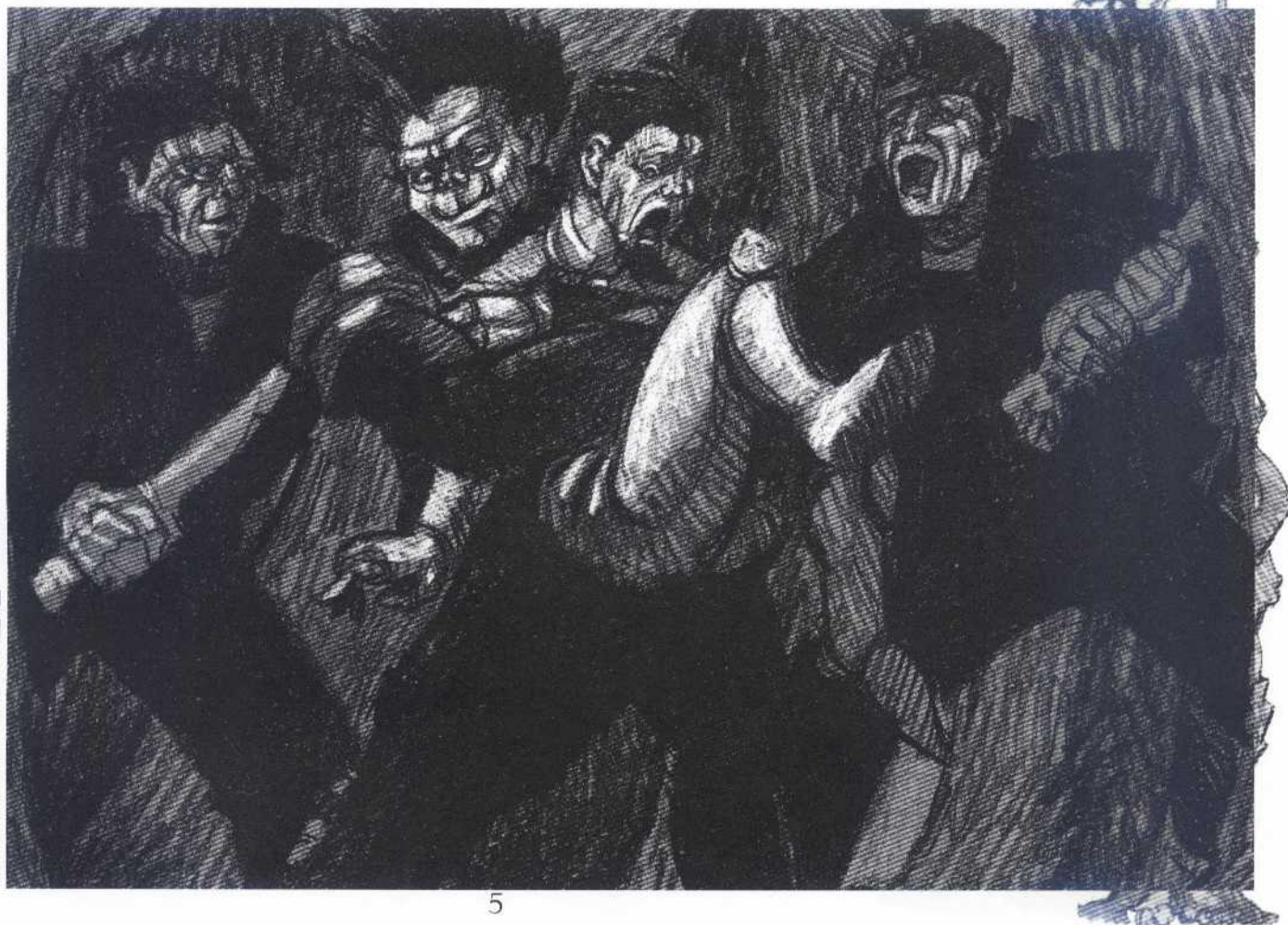
our website: www.atlas-games.com. If you own *Campaign Cartographer 2*, you can take these maps and use or manipulate them as you see fit, linking them into your own campaign maps, modifying them to integrate with your campaign world, and so forth. Even if you don't own *CC2*, you can follow the link on our site to the ProFantasy website, where you can download a free map reader.

OPEN GAMING CONTENT

This module is published under the terms of the D20 System Trademark License and the Open Gaming License. The game rules conform to the D20 System. As this adventure goes to press, that means you need to own a copy of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast®, to make sense of the game information and play the scenario as written. In the future you'll be able to use the "D20 System Reference Document" in its place (though you won't go wrong owning the



ILLUSTRATION BY SCOTT REEVES



OGC Boxes

To clearly distinguish the Open Gaming Content in this module from the rest of the material (which the lawyers would call *proprietary content*), we have placed all of the Open Gaming Content in boxes like this one.

Handbook in any case). The portions of the module which are rules related — for example, character statistics and monster descriptions — are defined as Open Gaming Content. This means that you are welcome to borrow and use these materials, under the terms of the Open Gaming License (see the Appendix for its detailed terms), in materials of your own creation. For example, you could use a monster from this adventure for a different adventure that you design and share with the rest of the world through your personal website.

As we go to press with this adventure, the D20 System Trademark License is still a draft. If you are a developer interested in doing Open Gaming License or D20 System products of your own, you should go to the Internet site www.opengamingfoundation.org to find the current status and latest versions of the licenses.

PLAYERS' BACKGROUND

This section may be read aloud to players as a simple introduction to begin playing the module right away. Alternatively, if it suits your needs and GMing style, you can of course modify or paraphrase the information, or present it through more extended role-play.

You are adventurers, seeking your fortune in the world. Some of you may have some seasons of experience in this activity, while others are new and untried. The best way to find adventure, you have decided, is to actively seek it out. This search has led you far from your homes, but still no heroic opportunities have come your way.

You are approaching the fringes of human civilization, where you hope there will be more opportunities. The area you now are traversing is a wooded land, the Ralferst Forest. From what you have seen, it

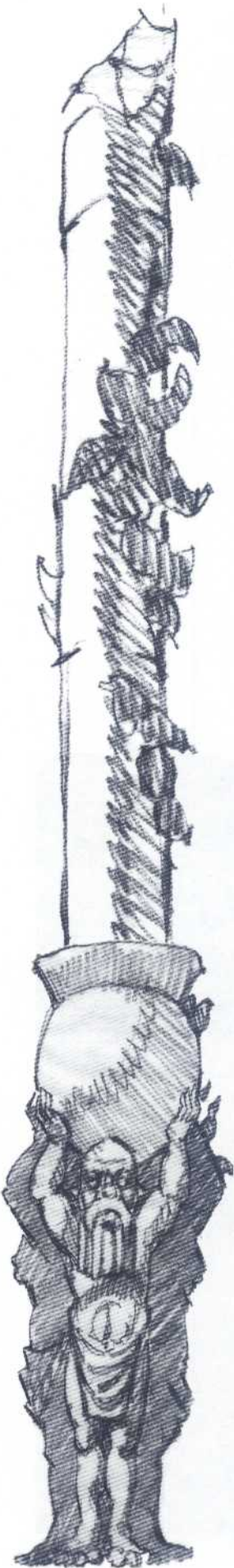
appears to be a peaceful area. At the last inn, however, you heard rumors that thieves and bandits have lately been active in this region. Local farmers have been harassed and merchants and travelers along the road have been robbed. Some at the inn speculated that travel and trade will drop off sharply unless something is done to remedy the situation. You all listened intently — perhaps this is the chance you have been seeking! The village that has suffered the most, you heard, is named Brandon's Bridge. "That village is some miles further along," you were told, "where the road crosses the Azure River."

Now you are approaching Brandon's Bridge. The local tavern is probably the best place to visit first. There you can better assess the situation and determine what action you might pursue.

ALTERNATE BEGINNINGS

As an introductory scenario, one of the principles this adventure teaches is that the game is about heroism: the chance to do good, even in the face of great danger, is reward in itself. (Oh, yeah — you also get to kill monsters and take their treasure along the way.) If your players don't seem inclined to leap at the chance to help a community in need, or the packaged background seems too contrived for a group of more experienced players, here are some other ways to get them involved.

- **Personal Appeal:** The player characters, rather than Edgral, stumble upon Trylgorin as they are traveling the woods. Having seen the work of the thieves first hand, they may be motivated to do something about it.
- **Cold Hard Cash:** The villagers, led by Alberic (who, after his cousin's incident, decides the thieves have gone too far), raise 100 gp to offer as a reward for any who can capture or drive away the thieves. If the PCs rescued Trylgorin, they will be the first to hear about it.
- **Dreams of the Sun God:** A PC who worships the sun deity may receive a dream or vision describing the desecration of the temple which now serves the thieves as a hideout.



CHAPTER TWO

BRANDON'S BRIDGE

As the adventure begins, the characters are traveling eastward along the road and approaching Brandon's Bridge. The characters, as advised in the player background, will most likely to go the local tavern, the Savory Salmon, to gather information. The villagers are generally lawful, honest, hardworking, and short of funds. If the players offer to help by removing the bandit menace, the villagers will be grateful — but, sadly, they cannot offer a monetary reward. The characters will be assured hospitality, however, and any other services the townsfolk might render when the party returns.

PREPARATIONS & INVESTIGATIONS

No one in Brandon's Bridge knows where the thieves have their camp or lair. The party might simply strike out into the forest, hoping to run into it or someone who can direct them to its location. Or they might find where the bandits last struck, and try to track the thieves from there.

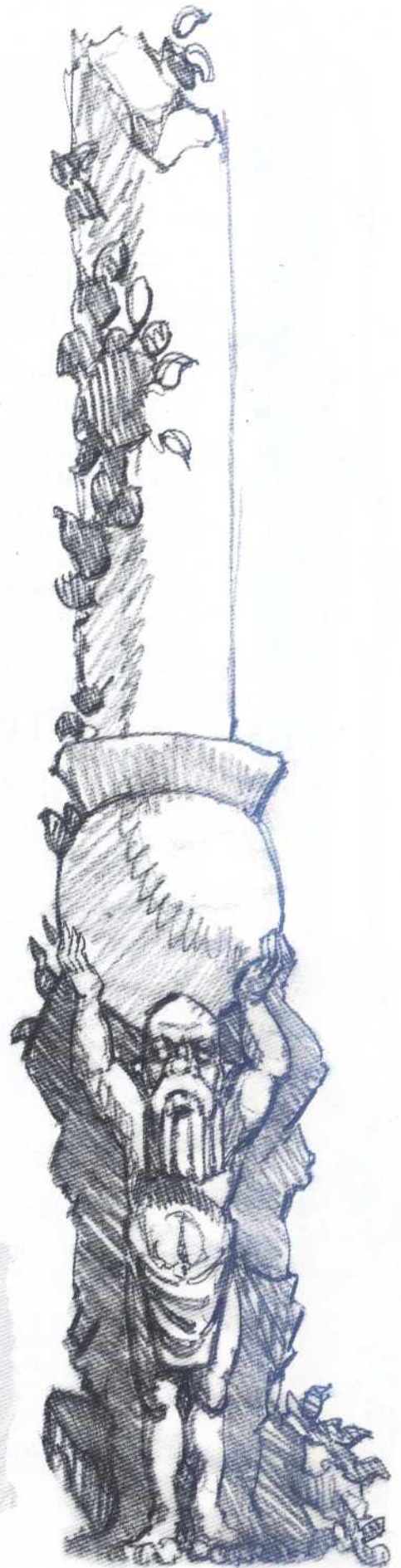
The last attack known to the villagers was a day ago, when a lone trader, named Trylgorin, was waylaid, beaten, robbed, and left to die. A reclusive forester named Edgral found him and brought him, barely conscious, to Brandon's Bridge. Trylgorin is currently recovering from his wounds, staying at his cousin the moneychanger's house. (Gravin, the village priest, has tended to his wounds, but Trylgorin's psychological scars can still use some

Brandon's Bridge

Size: Hamlet; **Power Center Alignment:** Neutral Good; **GP Limit:** 100 gp; **Assets:** 600 gp; **Population:** 120 humans.

Authority Figures: Gravin the Village Priest (male human Cleric 2)

Important Characters: Alberic the Moneychanger (male human Fighter 5), Audo and Vivian the Innkeepers (male and female human Commoners 1)



bed-rest.) He is lucid enough to explain that he was attacked on the road southeast of Brandon's Bridge. He remembers being just into a much-used forest path (a detour to avoid the harpy's nest) when he was ambushed.

THE SAVORY SALMON

The center of social activity in this small village is the Savory Salmon, a tavern that functions as a hostel as well as an eating and drinking establishment. The proprietors are a husband and wife, named Audo and Vivian, and their 12-year-old daughter, Esther. Prices are quite reasonable and the food and drink are of a decent, if unexceptional, quality. The menu tends to be limited, and reflects what is in season locally. A typical meal might consist

Trylgorin, Wounded Trader

	1st-Level Fighter
Hit Dice:	1d10+1 (7 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (+4 chain shirt, +1 small wooden shield, +1 Dex)
Attacks:	Light crossbow +2, ranged; Hand axe +4, melee
Damage:	Crossbow 1d8; Hand axe 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +3, Ref +1, Will +1
Abilities:	Str 16, Dex 13, Con 13, Int 10, Wis 12, Cha 8
Skills:	Appraise +4, Gather Information +0, Intuit Direction +2, Ride +1, Knowledge (Geography) +1
Feats:	Endurance, Skill Focus (Appraise)
Challenge Rating:	1/2
Alignment:	Neutral Good

Typical Villager

	1st-Level Commoner
Hit Dice:	1d4 (3 hp)
Initiative:	+0
Speed:	30 ft.
AC:	10
Attacks:	improvised club +0 melee
Damage:	improvised club 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Skills:	Craft +6 or Profession +6, Listen +2, Spot +2
Challenge Rating:	1/6
Alignment:	Any

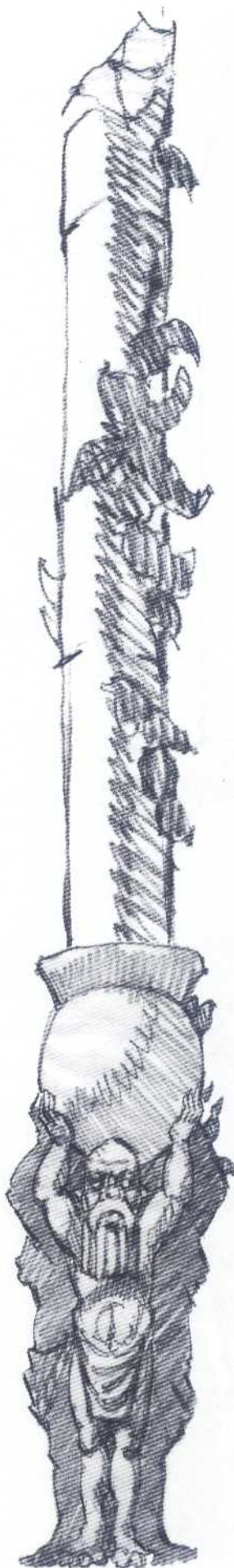
The typical Brandon's Bridge villager is a noncombatant who does not carry around armor or any weapon beyond a knife — and that's for utilitarian purposes, such as eating. If trouble arises, however, these folk will grab makeshift clubs from whatever is at hand to beat those who threaten their lives, loved ones, or property.

of dark rye bread; fish (caught fresh from the Azure River) boiled or served in a soup with cabbage, onions, and garlic; hard boiled eggs; and walnuts, mushrooms and seasonal berries (strawberries, raspberries, or blueberries) gathered from the edges of the forest. The locally made brew (5 cp per flagon) is a rich, dark, frothy stout with a strong flavor of molasses.

There are two small rooms in the Savory Salmon that are rented out to travelers for 1 gold piece per night. For three silver pieces, the owner will permit a traveler to bed down on the tavern floor after closing time.

OTHER ESTABLISHMENTS

Several other businesses in Brandon's Bridge are of potential interest or use to the party. There is a Alberic the Moneychanger, a retired trader and fighter; he is hardly wealthy, however, and has roughly 300 gp in coins. He



Alberic the Moneychanger

	5th-Level Fighter
Hit Dice:	5d10 (34 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	16 (+4 scale mail, +1 small wooden shield, +1 Dex)
Attacks:	Light crossbow +6, ranged, or Shortsword +7, melee
Damage:	Crossbow 1d8, Shortsword 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 15, Dex 12, Con 11, Int 14, Wis 14, Cha 14
Skills:	Bluff +5, Diplomacy +6, Appraise +3, Gather Information +5, Ride +4, Craft (Calligraphy) +5, Profession (Bookkeeper) +5, Profession (Scribe) +5
Feats:	Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Run, Weapon Finesse (Sword)
Challenge Rating:	2
Alignment:	Neutral

will exchange one type of coin for another for a 5 percent fee, and also is able to appraise the value of foreign coins and jewelry. As an experienced fighter, he is well capable of defending his assets.

Staying at Alberic's house is his cousin, Trylgorin, the latest victim of the bandits.

A provisioner named Ranelard sells food and drink for traveling: an assortment of preserved and dry foods, inexpensive wine, and such like. He also sells waterskins and supplies (such as salt) for people to preserve their own food. Undelor, the village blacksmith, can repair armor fairly well, although he doesn't have the skill to make a full suit himself. The

village cleric, Gravin, is an elderly man. He is supported by the charity of the villagers (to whom he ministers, and applies healing magic, for free), and fees and donations collected from travelers who avail themselves of his services.

Brandon's Bridge does not have any government, per se. When disputes arise, Gravin is trusted as a neutral mediator; when someone needs to speak for the villagers as a whole, it is usually Alberic or Audo who steps forward to fill the role.

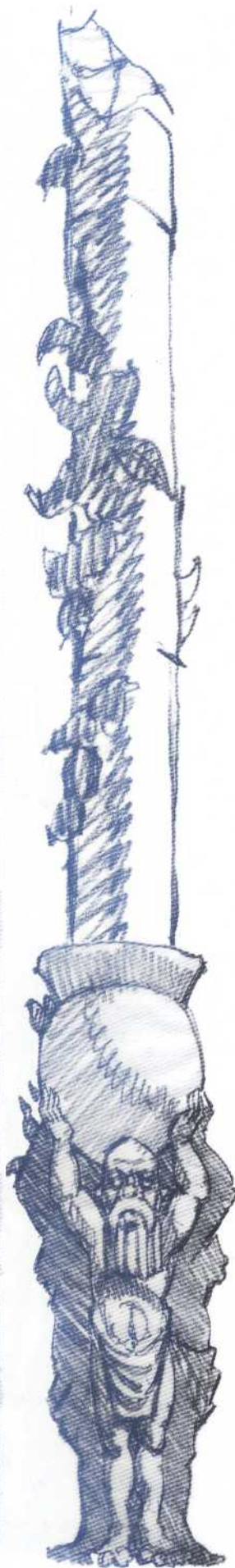
Gravin the Village Priest

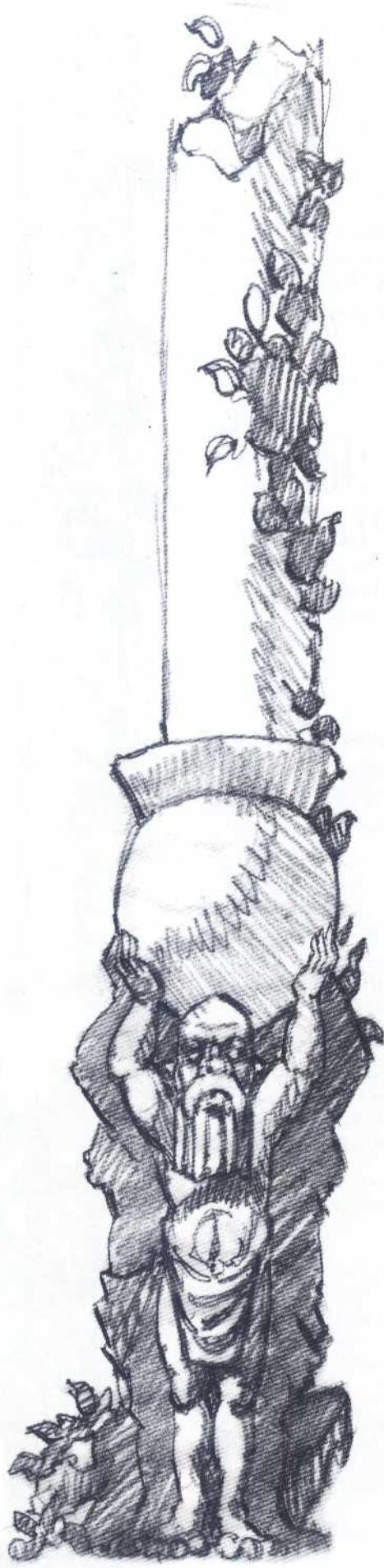
	2nd-Level Cleric
Hit Dice:	2d8-2 (8 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	9 (-1 Dex)
Attacks:	Unarmed +2, melee
Damage:	Unarmed 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Clerical Domains:	Healing, Earth
Saves:	Fort +2, Ref -1, Will +8
Abilities:	Str 13, Dex 9, Con 9, Int 10, Wis 17, Cha 13
Skills:	Concentration +0, Gather Information +2, Heal +6, Knowledge (Arcana) +1, Knowledge (Religion) +2, Spellcraft +2, Knowledge (History) +2
Feats:	Iron Will, Spell Focus (Necromancy)
Challenge Rating:	1/2
Alignment:	Neutral Good
Spells:	

0 Level: *Cure Minor Wounds* (x3), *Detect Poison*, *Purify Food and Drink*

1st Level: *Bless Water*, *Cure Light Wounds* (x2), *Remove Fear*; plus domain spells for 1st level *Healing* and *Earth* (*cure light wounds* and *magic stone*)

Note: Normally Gravin charges non-villagers a "donation" of 25 gp for *Cure Minor Wounds* and 50 gp for *Cure Light Wounds*. Characters who defeated the thieves, of course, will get his healing help for free.





CHAPTER THREE

RALFERST FOREST

The farmers and villagers of Brandon's Bridge are not very familiar with the forest paths. They avoid entering the woods, fearing the bandits and dangerous monsters therein. They do know, however, that a hunter or two lives in the woods. One, named Edgral, emerges now and then to sell the bounty of the forest — fresh meat, nuts, and berries — to Audo, the innkeeper. It is also common knowledge that a harpy that has built a nest near the road east of town.

Paths on the Ralferst Forest map (inside front cover) are indicated by dashed lines. They are primarily, or at least were originally, animal trails. Other creatures frequent the paths, however, as can be seen from the random encounters.

A CAUTIONARY NOTE

A number of the creatures in the forest can easily overpower a group of 1st-level characters. Just because monsters are described here doesn't mean the PCs are expected to kill them. Many denizens of the game world can overwhelm a party of characters; learning to negotiate with or avoid those risks is part of playing the game. As GM, be careful in running the wilderness encounters so that you can deliver this cautionary lesson without ruining the players' fun by wantonly killing their characters.

RANDOM ENCOUNTERS

These encounters are all drawn from the set encounters detailed later; in other words, they are regular denizens of the forest doing their normal routine, which might mean stumbling across the player characters. This means two things: first, you'll need to turn to those encounter descriptions for full statistics and so forth; and second, be sure to make note of the outcome of the encounter. If your characters kill a randomly encountered bugbear, for example, then there is one fewer in the den; thieves killed or captured along the forest paths reduce the size of the force defending the hideout.

Random encounters can be done in one of two ways: truly random, or at the GM's discretion. If you are using encounters at your own discretion,

Crossing the Azure River

The Azure River is fast and in many places treacherous. The paths marked on the Ralferst Forest map lead to fords — places where the river is shallow enough (and usually somewhat wider) that people and mounts can cross with ease. Any time a path is perpendicular to or even crosses over the river, assume there is a ford and crossing is no problem. (At Brandon's Bridge, where the river runs fast and deep, there is of course a bridge.)

In other locations, however, characters will need to make skill checks to cross safely, unless they want to swim right away. The first check should be Wilderness Lore, DC 12. Success means the character has discerned the safest way to cross. (This information can be shared with other party members.) This provides a +6 bonus on the next roll, which is a Jump check to safely navigate the rocks, above and below water. The DC of this check is randomly determined — roll 5d4. A player who succeeded in the Wilderness Lore check should be told this target number. This puts her in a position to decide (as her character could) if the river is too risky and the party should go try somewhere else.

Failures on Jump checks mean characters have fallen in the drink, and will need to make Swim rolls to get back to one bank or the other.

then just pick something from the list whenever you feel that it would pick up the pace of the game or just make things more interesting.

For random results, either make a roll every four hours of game world time that the party spends traveling through the forest, or (if, like me, you don't like keeping detailed track of time) make a check each time the characters come to an intersection with another path or road. An encounter will occur on a roll of 1 on 1d8; if there is an encounter, roll 1d8 and consult the list below to see what the player characters have stumbled across:

- 1. Barbarians (2):** See the thieves' lair (room 8, on page 19). This pair of barbarians adds muscle to Kravik's brigandage. When they encounter the PCs, they are on their way back from several days of carousing in a nearby town, having spent their share of winnings from the robbery of Trylgorin.
- 2. Bugbears (1-2):** See encounter 3, page 12.

- 3. Clombush the Ogre:** See encounter 5, on page 12. Clombush is out looking for new materials for a sculpture.
- 4. Edgral & Truffles:** See encounter 8, on page 14.
- 5. Harpy:** See encounter 6, on page 13.
- 6. Scouting Thieves (3):** The three thieves described in the Vestry of the thieves' lair (room 4, on page 18). Like the barbarians, this trio is returning from a night of debauchery. If the PCs don't encounter them in the woods, they'll make it back home to sleep off their hangovers.
- 7. Thief and Ferret:** See the thieves' lair key, room 7 (page 19). The ferret trainer likes to take his pet out hunting in the forest, to keep it trim and in fighting form.
- 8. Wererat:** See the Thieves' Lair, room 11 (page 22), for Godo's description.

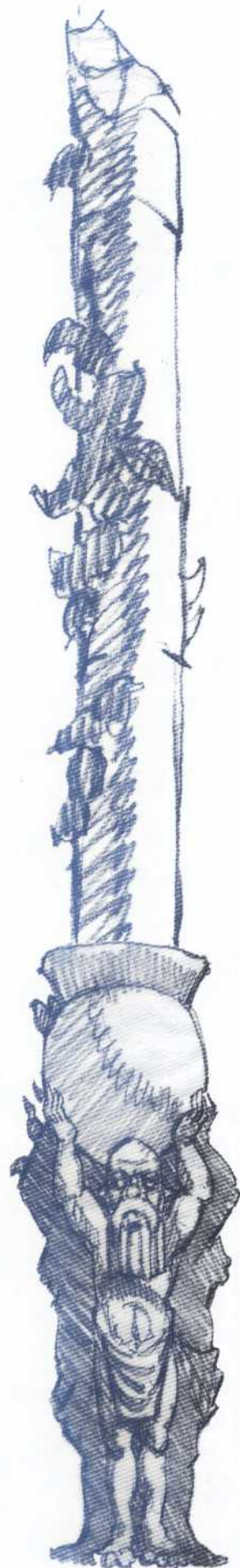
SET ENCOUNTERS

The locations of the set wilderness encounters are marked on the Ralferst Forest map (inside front cover) with circled numbers. As noted before, paths are indicated by dashed lines.

Trylgorin, the trader, was ambushed near the path/road intersection furthest southeast on the map. Characters who examine this area closely will find recent tracks going both north and south. The southern tracks are those of Edgral, the wereboar; they lead directly to encounter 8 (page 14).

The northern tracks wind around the various trails north of the road, splitting up — one set passes the ogre's cave (encounter 5 on page 12; one bandit wanted to give the ogre some worthless but perhaps artistically interesting personal effects taken from Trylgorin) — reuniting and splitting again, going back over old paths the opposite way, etc. The plethora of tracks finally gets too hopelessly confused to be sorted out. The highest concentration of tracks is at the two intersections near the thieves' lair, by the Azure River. These are where the bandits wade across the river and make their way to their lair.

Eventually the party should find the thieves' lair, and on the way the party might encounter a number of interesting sidelights.



THIEVES IN THE FOREST

1. FARMLAND

In the area around Brandon's Bridge, the Ralferst Forest has been cleared and devoted to agriculture. The area is divided into plots of land held by independent farmers, each with his own cottage, well, and so forth. A couple of outlying cottages were recently abandoned after their occupants were scared away by the thieves.

2. THIEVES' LAIR

See Chapter 4 for a full description, maps, and key.

3. BUGBEAR DEN

A hillside cave, well hidden by trees, is the den of three bugbears. There is always one bugbear on watch. If he detects anything passing nearby (i.e., the adventurers), he will quietly alert his fellows. They will then stealthily encircle the party and attack — with surprise, they hope. They are not especially bold assailants, however, and though they most likely out-muscle the PCs, once each one of them has taken any damage, they will all flee to their cave. If pursued to their home, however, they will put up a much more spirited fight.

Bugbears

	Medium Humanoids
Hit Dice:	3d8 (14 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, +3 Hides, +3 natural)
Attacks:	Club +4 melee
Damage:	Club 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	60-ft. darkvision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 15, Dex 12, Con 11, Int 9, Wis 10, Cha 9
Skills:	Climb +3, Hide +2, Listen +3, Move Silently +6, Spot +3
Feats:	Alertness
Challenge Rating:	1
Alignment:	Chaotic evil

Yellow Mold

This Yellow Mold (CR 2) is a little unusual. The spores that it releases if disturbed will cause the temporary (1 week) loss of 1d4 points of constitution to any character within 10 feet, unless a Fortitude save (DC 15) is made. This mold has adapted to the shady partial sunlight of its home, but it remains susceptible to fire. Any other form of attack will simply cause it to release more clouds of spores.

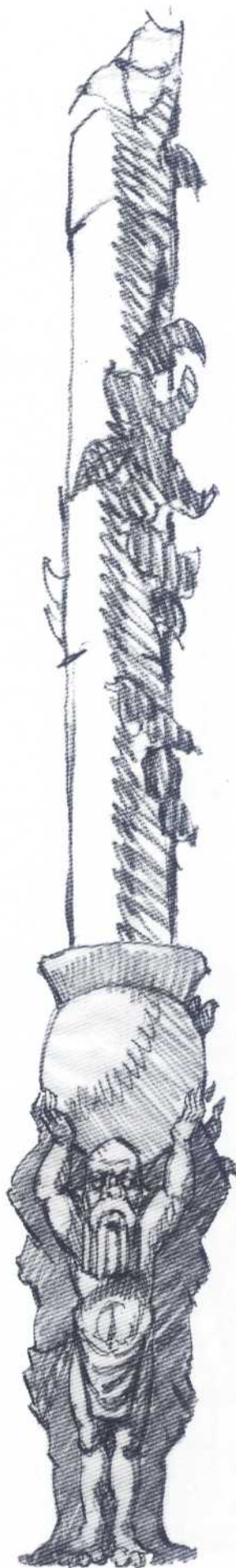
The bugbears' treasure is hidden in a hole dug out of the floor of their den, covered with sticks and dirt. The contents are 50 silver coins and 250 coppers.

4. ABANDONED SHACK

The small clearing around this run-down hunter's shack, abandoned about five years ago, is gradually returning to its former wooded state. The shack is in poor condition, with rotting timbers, the door hanging limply on its hinges, and half of its roof collapsed. The inside has been infested by a mutant patch of yellow mold. The mold covers most of a chest and the shack's southern wall (out of the sunlight). The chest is made of oak, bound with rusting iron, and not locked. Inside the chest are some possessions of the former resident: 150 copper pieces, 28 silver, 41 gold, 6 platinum, and a broken dagger with a chalcedony gemstone set in its pommel (worth 65 gp). There is also a *potion of cure light wounds*. (If the chest is burned to destroy the mold, there is a 50 percent chance that the potion will be cooked or boiled away to uselessness in the process.)

5. OGRE CAVE

Clombush the Ogre has made his abode in this place. He is an odd ogre, with a temperament that leans more toward the artistic than the violent. His cave and the clearing outside are decorated with all sorts of items that he has crafted from materials to be found in the forest, such as wood, leaves, bones, hides and so forth. Most of the sculptures are abstract and truly bizarre. Clombush has no treasure in the usual sense, having spent it on "art supplies"



Clombush the Ogre

	Large Artist
Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	30 ft.
AC:	17 (-1 size, +5 natural, +3 hide)
Attacks:	Huge greatclub +8 melee
Damage:	Huge greatclub 2d6+7
Face/Reach:	5 ft. by 5 ft./10 ft.
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 21, Dex 10, Con 13, Int 10, Wis 10, Cha 7
Skills:	Climb +5, Listen +3, Spot +3, Craft (sculp- ture) +1
Feats:	Weapon Focus (great- club)
Challenge Rating:	2
Alignment:	Neutral
Languages:	Giant, Common

(mostly odds and ends incidentally gathered by the bandits), and his art works are essentially worthless. (Besides, who would believe that they were made by — of all things — an ogre artist?)

Clombush will most certainly defend himself if attacked, but is not initially hostile toward strangers. Instead, he will invite them into his cave to view his exhibits. He will not agree to sell any of his works, should the player characters inquire, though he would be flattered by the request; he feels too much personal attachment to works such as “My Mother in Elk Hide and Maple.” Characters who insult Clombush’s “masterpieces” are certain to be asked to leave, and would be advised to follow the directive lest they wish to become part of a work-in-progress, “Rude People: A Retrospective in Bone.”

Directions to the thieves’ lair are happily provided to anyone who seems sincere in praise of Clombush’s *oeuvre*.

Note: An ogre is a difficult opponent for first level characters. The point of this

encounter is not to beat up the PCs, but to give them an opportunity to gain valuable information toward their goal through role-playing — guile, flattery, persuasion, and so forth. Getting Clombush to provide directions to the thieves’ lair is worthy of an experience reward, though weapons were never drawn. On the other hand, if PCs foolishly waded into a battle with such a tremendous opponent for no particular reason, and then must flee for their lives, it won’t certainly count as overcoming a challenge.

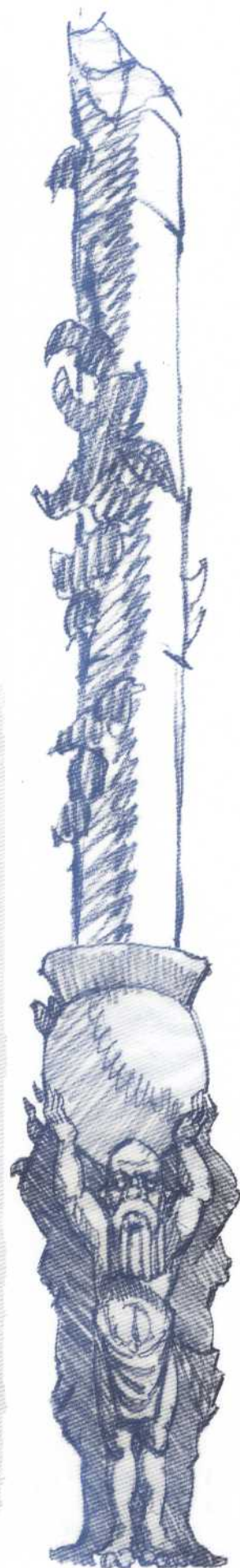
6. HARPY ROOST

A wicked harpy, having recently moved into the neighborhood, has built her nest atop a high tree not far from the road. From here she has started to lure travelers to their doom with her *charming* song. Player characters passing buy the nest are certain to be subjected to her seductive melody.

Harpy

	Small Monstrous Humanoid
Hit Dice:	3d8 (16 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., fly 60 ft.
AC:	15 (+1 size, +1 Dex, +3 natural)
Attacks:	two claws +2 and one bite +2 melee
Damage:	claws 1d4 each, bite 1d6
Face/Reach:	5 ft. by 5 ft./0 ft.
Special Attacks:	Charm Person
Saves:	Fort +3, Ref +3, Will +1
Abilities:	Str 10, Dex 12, Con 10, Int 12, Wis 6, Cha 3
Skills:	Spot +4
Challenge Rating:	1
Alignment:	Chaotic evil

Charm Person (Sp): This hideous creature has a beautiful and enchanting voice, which acts as a *charm person* spell on all who can hear it. Once a character has resisted the enchantment (which requires a Will roll, DC 12), no further saving throws are required during the encounter.



Climbing the Harpy's Tree

Use Climb skill checks to determine if a character ascends the tree successfully. The basic DC to climb the tree is 15; if it has fallen to an angle, it is somewhat easier (but still complicated by branches and so forth), with a DC 12.

There is a soft forest floor (the product of years of fallen leaves decomposing) and a lot of branches and undergrowth to break a fall. Consequently, a character that fails a Climb check and falls suffers only 1d6 hit points of damage.

The harpy's treasure is, as could be expected, in her nest. It might be a challenge for the player characters to get it down. One obvious strategy is to cut down the tree. Sadly, the harpy's tree won't fall all the way to the forest floor, thanks to the other trees in the way. Instead it will be suspended at a roughly 45° angle. The nest's contents are well secured (since the tree-tops are often tossed about, sometimes quite violently, by the wind), and therefore do not fall out.

Unless the party has access to a flying potion or something of that sort, the tree will have to be climbed. In an angled position the tree is somewhat easier to scale, but likely to shift position and fall further when weight is put upon it.

Inside the nest can be found 1,500 copper coins, 250 silver coins, and a *ring of protection +1*.

7. OWLBEAR THICKET

A tangle of trees, bushes, and bones used to be the home of a vicious and hungry owlbear, killed some years back by a band of adventurers. Scattered around the thicket the valuables and bones of the owlbear's victims. The following can be found: 124 sp, 352 cp, and a large, polished agate worth 50 gp.

8. EDGRAL'S CABIN

In this clearing is a hunter's cabin. The hunter, named Edgral, is also a wereboar, a fact he keeps secret. He is typically accom-

Edgral the Wearboar

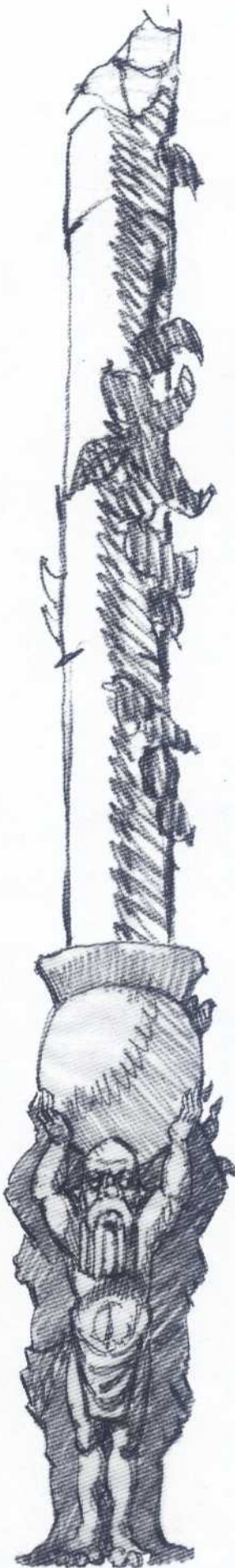
Medium Shapechanger

Hit Dice:	4d8+8 (26 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft. (human)/40 ft. (boar)
AC:	16 as human (+1 Dex, +3 studded leather armor, +2 natural), 17 as boar (+1 Dex, +6 natural)
Attacks:	gore +4 melee (boar shape), or shortspear +4 melee (human shape); shortbow +4 ranged
Damage:	gore 1d8+3, shortspear 1d8+2, or shortbow 1d6
Face/Reach:	5ft. by 5ft./5 ft.
Special Attacks:	ferocity
Special Qualities:	scent, lycanthrope
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 12, Con 15, Int 11, Wis 13, Cha 9
Skills:	Control Shape +10, Listen +3, Search +7, Spot +5
Feats:	Improved Initiative, Weapon Focus (shortbow)
Challenge Rating:	3
Alignment:	Neutral

As a wereboar, Edgral can shift between human and boar shapes at will. Note that if he shifts from boar back to human, however, it may take him some time to get back into armor and grab his weapon. As a lycanthrope, Edgral can only be harmed by silvered or magical weapons.

Ferocity (Ex): Edgral will keep fighting even while dying. He can still lose hit points when at 0 or less, unless the wounds are stabilized.)

Scent (Ex): Detects opponents within 30 feet by smell in still air; 60 feet when downwind outdoors, 15 feet upwind. Edgral's keen sense of smell also allows him to track people or animals. This is a Wisdom skill, and the base DC is 10, with +2 DC for each hour the trail has been cooling.



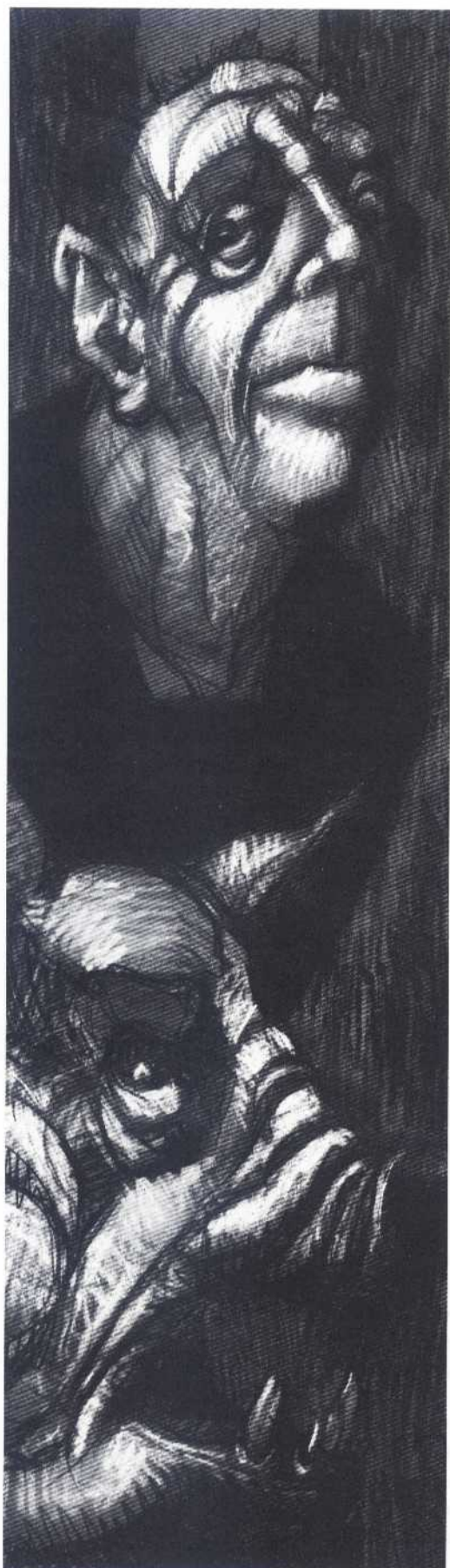


ILLUSTRATION BY SCOTT REEVES

Truffles the Boar

	Medium Animal
Hit Dice:	3d8+9 (23 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	gore +4 melee
Damage:	gore 1d8+3
Face/Reach:	5 ft. by 5 ft./0 ft.
Special Attacks:	ferocity
Special Qualities:	scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Dex 12, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +8, Spot +3
Challenge Rating:	2
Alignment:	Neutral

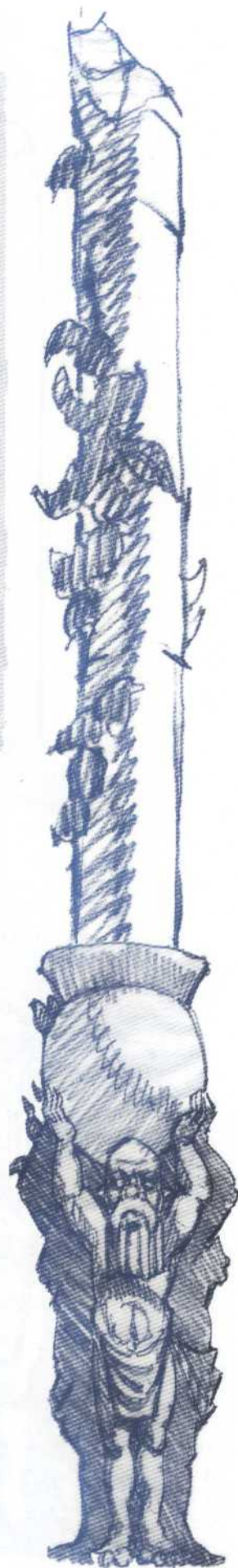
Ferocity (Ex) and *Scent* (Ex): See Edgral's description for details.

panied by his friend ("pet" he would say to humans), a wild boar affectionately named Truffles. Edgral will not be hostile toward the party unless first attacked. Though he does not particularly like the band of thieves, neither is he fond of a lot of traffic through the area. However, he is willing to give a friendly party directions to the thieves' lair. By his philosophy, if the characters are strong enough to defeat the thieves, they deserve a chance to attempt to do so.

The cabin is filled with hunting and trapping equipment (bows, arrows, spears, snares, etc.) as well as stores of salted and dried meat and a barrel of drinking water. Edgral periodically goes into Brandon's Bridge to sell or trade the bounty of the forest. From this he has saved some money over the years, which he keeps locked in a small iron box under his bed: 28 gold, 34 silver, and an amethyst worth 130 gp.

9. BRANDON'S BRIDGE

This is, of course, the hamlet of Brandon's Bridge, described in Chapter 2.





CHAPTER FOUR

THE THIEVES' LAIR

The band of thieves discovered this place, an abandoned temple in surprisingly good condition, and adapted it for use as a hideout. The place, dedicated to a sun deity, was left several centuries ago when the humans who worshipped here migrated, forced away by a less civilized but stronger people. (Some descendants of the invading group now live in Brandon's Bridge.) Magic spells were originally placed to hide the temple and protect it from desecration, but they have worn away.

The area around the temple is a particularly dense section of forest. This is because the magic protected it for so long. The temple is 100 feet long and 75 feet wide including the tiers of stairs that go around its whole perimeter. It is much like the ancient Greek temples in appearance, with strong columns supporting a prism-shaped roof. The roof has façades on its north and south ends, with bas-relief sculptures of the sun. Vines and creepers cover the exterior. Assorted plants, including some shrubs and small trees, have gained purchase in cracks in the stairs.

ASSAULTING THE TEMPLE

Tactical combat is a big part of the dungeon portion of this adventure, at the beginning. For this reason we have included a fold-out, poster-size map of the temple at the appropriate scale for using metal miniatures or cardboard figures. (There are also GM versions of these maps, with numbered keys, on the inside back cover.) Take particular note of obstacles, such as the columns on the upper level, that may be used by or against the characters, providing places to hide, cover from missile fire, and so forth.

You have a lot of flexibility in handling the initial assault on the thieves' lair. First of all, give your players a chance to reconnoiter the outside of the building and note the locations of sentries. There's a good chance that the PCs will try to take out sentries on one side or the other by stealth or missile fire. You can reward success and good tactical foresight by giving players who silently dispatch sentries the drop on the next group of thieves. On the other hand, a noisy attack is likely either to bring other guards running, or to alert the sleeping thieves in the vestry (encounter 4, on page 18). Those thieves may, instead of running to join the fray, array themselves in the shadows of the upper temple to backstab intruders.

Watch Post Thieves

	1st-Level Rogues
Hit Dice:	1d6 (4 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	14 (+2 leather armor, +2 Dex)
Attacks:	Short spear +1 melee
Damage:	Spear 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sneak Attack +1d6
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 13, Dex 15, Con 10, Int 10, Wis 10, Cha 10
Skills:	Climb +5, Forgery +2, Heal +1, Hide +5, Intuit Direction +2, Knowledge (Geography) +2, Listen +2, Move Silently +4, Pick Pocket +6, Search +4, Speak (Giant) +1, Spot +2, Use Rope +5
Feats:	Dodge
Challenge Rating:	1/4
Alignment:	Neutral evil

And what about the people down below? This is where the Game Moderator's discretion comes into play. If your players are having an easy time of it, the thieves in the lower level may emerge to join the battle in progress. You could give the PCs some time to bind wounds and cast healing spells before more opponents come up from below. Kravik and the remainder of his gang could also wait downstairs to ambush the PCs. Finally, if you feel you can rationalize it, the residents of the lower level might stay in their rooms and essentially face the PCs one by one as they explore the dungeon. (This isn't very realistic, unless the PCs somehow are extraordinarily quiet, but it's easy on the GM and the PCs.)

UPPER LEVEL ENCOUNTER KEY

1. WATCH POST

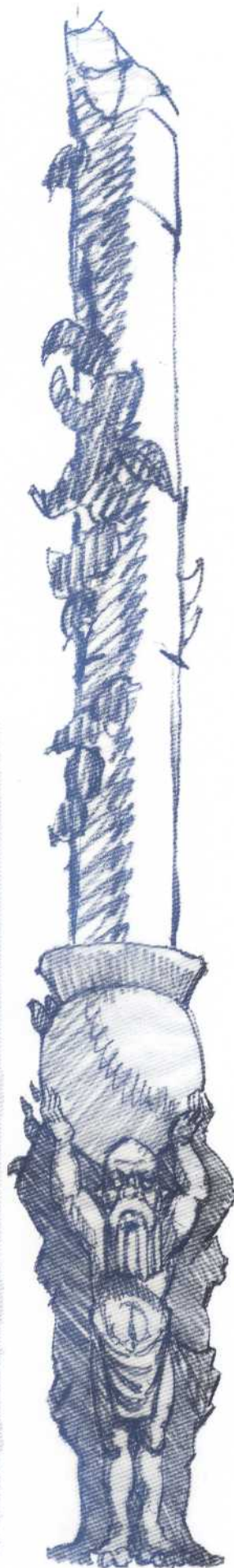
Two thieves are stationed here as sentries. If they are attacked, they will call for help. Their comrades will arrive from encounter areas 2 and 4 after 1 and 5 melee rounds, respectively. Each thief carries 3d6 gp and is armed with a spear.

2. WATCH POST

As with area 1, thieves are posted here. However, only one is awake. He carries 11 gp and a sword. The other is sleeping behind the pillar immediately north of area 2. He is armed with a sword and a shortbow, and has a quiver of 8 arrows. He also carries a pouch, containing 30 gp and a moonstone worth 50 gp. A large bush hides the sleeping thief from an approaching party. Being a light sleeper, any reasonably loud sounds of combat or intruders will awaken him.

Sleeping Watchman

	2nd-Level Rogue
Hit Dice:	2d6 (7 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	14 (+2 leather armor, +2 Dex)
Attacks:	shortsword +2 melee, or shortbow +3 ranged
Damage:	sword 1d6+1, arrows 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sneak Attack +1d6
Special Qualities:	Evasion
Saves:	Fort +0, Ref +5, Will +0
Abilities:	Str 13, Dex 15, Con 11, Int 11, Wis 11, Cha 11
Skills:	Bluff +2, Climb +6, Craft (Bowmaking) +3, Disable Device +4, Escape Artist +4, Hide +6, Move Silently +7, Pick Pocket +6, Ride +3, Search +5, Speak (Giant) +1, Use Rope +3, Wilderness Lore +2
Feats:	Dodge, Point Blank Shot
Challenge Rating:	1/2
Alignment:	Chaotic evil



As with area 1, these thieves will call for aid if attacked.

3. STATUE

The sad remains of a statue of the temple's deity lie here. An ill-tempered ogre passed through the temple some years ago, and amused herself by knocking the head of the bronze statue off its torso.

The ceiling above the statue is open, to allow the midday sun to light the temple.

4. VESTRY

This room was used for storing garments. The temple's clerics would also dress here for daily services at sunrise, noon, and sunset. The thieves now use it for sleeping. When the party approaches the temple, there will be three thieves asleep in here (with the same stats as the Watch Post Thieves on page 17). They will most likely be awakened by comrades calling out for help; they will wake up, arm themselves, and hurry out to aid their fellows. Each thief carries 3d6 gp and is armed with a shortsword.

Ochre Jelly

	Tiny Ooze
Hit Dice:	2d10-2 (9 hp)
Initiative:	+1 (Dex)
Speed:	10 ft.
AC:	13 (+2 size, +1 Dex)
Attacks:	digest externally (slam) +2 melee
Damage:	slam 1d3
Face/Reach:	5 ft. by 5 ft./0 ft.
Special Attacks:	acid
Special Qualities:	harmed only by fire or cold
Saves:	Fort -1, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 9, Int —, Wis 10, Cha 3
Skills:	Escape Artist +1, Move Silently +1
Challenge Rating:	1
Alignment:	Neutral

Acidic Attack (Ex): A character struck by the ochre jelly must make Fortitude save each subsequent round or suffer 1d3 additional hit points of damage. This continues until the acid is rinsed away with water (or — what's handy in this room — wine).

Ferret Trainer

	1st-Level Rogue
Hit Dice:	1d6 (4 hp)
Initiative:	+6 (+2 Dex)
Speed:	30 ft.
AC:	15 (+2 leather armor, +3 Dex)
Attacks:	Shortsword +0 melee, darts +3 ranged
Damage:	Shortsword 1d6, darts 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sneak Attack +1d6
Saves:	Fort +0, Ref +5, Will +0
Abilities:	Str 11, Dex 16, Con 10, Int 10, Wis 10, Cha 13
Skills:	Climb +5, Forgery +2, Handle Animal +3, Heal +1, Hide +5, Intuit Direction +2, Listen +2, Move Silently +4, Pick Pocket +6, Search +4, Speak (Giant) +1, Spot +2, Use Rope +5
Feats:	Combat Reflexes
Challenge Rating:	1/4
Alignment:	Lawful evil

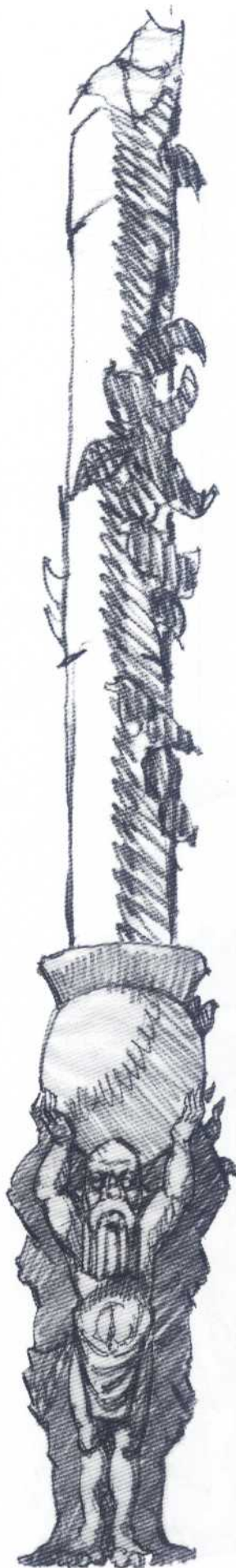
LOWER LEVEL ENCOUNTER KEY

5. WEAPONS STORAGE ROOM

The temple's original occupants used this room for the storage of weapons, armor, and religious items. The thieves use it for basically the same purpose, minus the holy paraphernalia. Items from both eras are to be found: a breastplate and two suits of chain mail (all human-sized), and four maces from the earlier days; plus three suits of leather armor, two spears, a shortsword, a longbow, and 23 arrows, belonging to the thieves. All religious items that were stored here were removed when the temple was abandoned.

6. WINE CELLAR

Twenty barrels of wine are against the west wall of this room. Most of them — seventeen, to be exact — are left over from the temple's



Giant Ferret

	Small Animal
Hit Dice:	2d8 (9 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	17 (+3 Dex, +1 Size, +3 natural)
Attacks:	Bite +2 melee
Damage:	1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +0, Ref +5, Will -2
Abilities:	Str 12, Dex 17, Con 10, Int 2, Wis 6, Cha 8
Skills:	Balance +3, Climb +3, Move Silently +3, Tumble +3
Feats:	Lightning Reflexes, Dodge, Spring Attack
Climate/Terrain:	Specially bred in captivity
Challenge Rating:	1
Treasure:	None
Alignment:	Neutral

earlier days, and are well beyond their drinkable days. The others were brought by the thieves. The floor is sticky because of wine spilled from casks broken by rowdy thieves during an evening of celebration after a day of particularly successful banditry.

The smallest barrel contains a small ochre jelly. This barrel was stolen from a merchant who was bringing the specimen to a wizard. The thieves wrongly assumed that it was wine. The jelly was drugged to keep it from eating out of its container, but the drug wore off and the monster just recently finished dissolving through the wooden barrel's side. It is hungry and will attack the player characters.

7. DORMITORY

Encounter areas 7, 8, 11 and 12 were the sleeping quarters of the temple's four lesser clerics. Members of the band of thieves now reside in the four rooms.

In this room lives a thief who has a trained giant ferret. The thief has a cot to sleep on, and under the cot is a footlocker. It contains his personal belongings, including 15 gp, 204 sp, and a fine fur jacket (worth 250 gp).

Poison Needle Trap (CR 1)

Finding and disarming the trap are each DC 12 skill checks. A character who tries to open the lock without first successfully finding and removing the trap must make a Fortitude savings throw (DC 14). If he fails, he will suffer 1d4 hit points of damage and become very ill, unable to move or fight for 3d4 turns. For the rest of the day the character will suffer a -1 penalty on all hit and damage rolls due to the sickness.

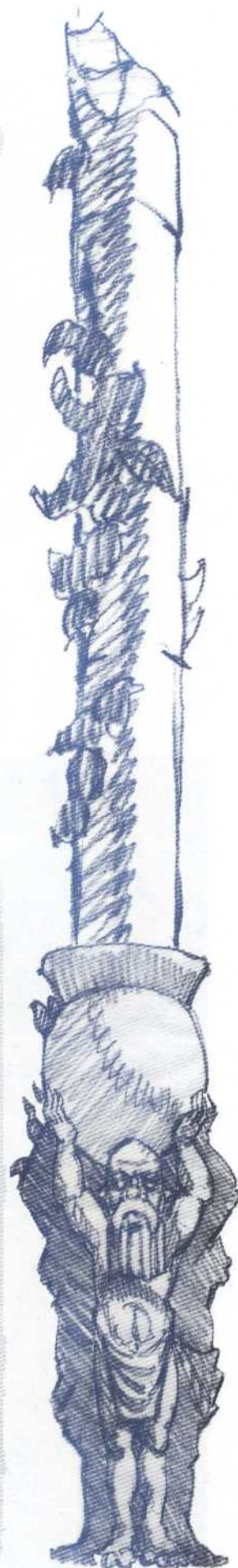
8. DORMITORY

Two Barbarians reside here. They are allies of the thieves, providing some intimidating brawn for highway robberies. They sleep on a bunk bed, under which is a locked iron box with a poison needle trap. (Each man carries a key.)

Inside the box are the Barbarians' personal hoard: 69 cp and 200 gp. There is also a small glass vial of metallic blue liquid. This liquid is poison identical to that found on the needle trap. Ingestion of the liquid has the same effect as the trap.

Barbarians

	1st-Level Human Barbarians
Hit Dice:	1d12 (7 hp)
Initiative:	+0
Speed:	40 ft.
AC:	13 (+3 studded leather)
Attacks:	light flail melee +4
Damage:	light flail 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	disarm (with flail), rage
Saves:	Fort +2, Ref +0, Will -2
Abilities:	Str 14, Dex 11, Con 11, Int 9, Wis 7, Cha 8
Skills:	Intimidate +3, Listen +2, Swim +5, Wilderness Lore +2
Feats:	Alertness, weapon focus (light flail)
Challenge Rating:	1/2
Alignment:	Chaotic evil



The Ghoul

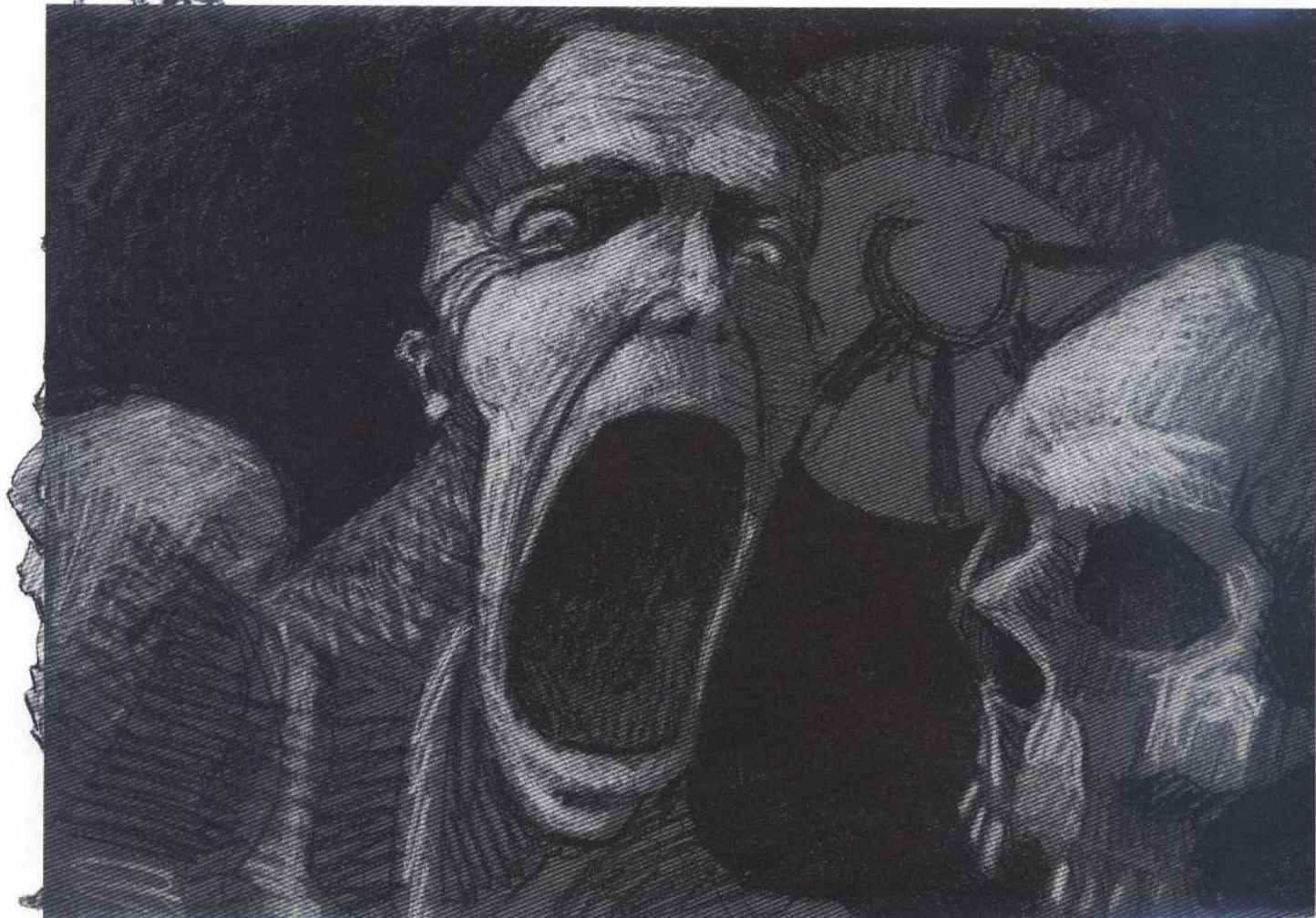
	Medium-sized Undead	Special Qualities:	Undead
Hit Dice:	2d12 (13 hp)	Saves:	Fort +0, Ref +2, Will +5
Initiative:	+2 (Dex)	Abilities:	Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16
Speed:	30 ft.	Skills:	Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7
AC:	14 (+2 Dex, +2 natural)	Feats:	Multiattack, Weapon Finesse (bite)
Attacks:	Bite +3 melee; 2 claws +0 melee	Challenge Rating:	3
Damage:	Bite 1d6+1 and paralysis; claw 1d3 and paralysis	Alignment:	Chaotic Evil
Face/Reach:	5 ft. by 5 ft./5 ft.		
Special Attacks:	Paralysis		

9. CRYPT

The remains of the head priests of the temple were interred in this chamber. There are five sarcophagi, corresponding to the number of head priests that the temple had before being abandoned. After characters enter, the doors will slam shut behind them and refuse to

be opened. The doors can be opened again from the outside after one week. To open the doors before then, or from the inside, or to stop them from closing in the first place, either magic is required or the proper phrase and action must be performed (see below).

Aside from the sarcophagi, there are two more recent additions to the room: a ghoul, and the



CHAPTER FOUR: THE THIEVES' LAIR

remains of a thief, a past victim (and meal) of the ghoul. His comrades were not able to get the door open, and had no magic spells, so they had to give him up for dead. (And, of course, they learned not to open the doors again.) The ghoul came in here some time before the thieves' arrival, planning to rob the graves, only to find itself unable to get out. Its twisted, undead mind is unable to comprehend or use the escape phrase. It will, of course, attack anyone entering the crypt.

All of the sarcophagi have had their lids shoved off and their coffins opened. Their contents were shredded by the ghoul and scattered around the room. Carved into the stone under the last coffin is the phrase that will allow the doors to open: "All Honor to the Glorious Solar

Disk." If the phrase is spoken by a person facing the doors, they will open wide.

Treasure was buried with the bodies, but this has also been scattered around the room. Gathered together, the following can be found: 830 cp, 290 sp, 48 ep, 21 gp, 7 pp, eight fine agates worth 10 gp each, and a *heavy mace +1*.

10. HEAD PRIEST'S DORMITORY

Once the sleeping quarters of the temple's head priest, this chamber is now the sleeping quarters of the leader of the thieves, Kravik Harstall — "Lord Harstall," as he likes to style himself, although he has no legitimate noble lineage. Kravik wears magical leather armor for protection and fights with a sword. He also carries a silver dagger and a sling (with 24 well-shaped slingstones, taken from the bed of the Azure River) for missile combat.

Kravik is the founder and leader of the band of thieves. He is also responsible for recruiting such special members of the band as Godo the wererat (room 11, on page 22) and the two Barbarians (room 8, on page 19). He has planned some brilliant thefts, and his mastery of the arts of stealth has allowed him to command a great deal of respect and loyalty from his band.

Personal belongings and valuables of the bandit leader are in a locked chest in this room. It holds 249 sp, 151 gp, and two tiger eye gems (worth 50 gp each).

The band's common treasure is kept in a large, locked, iron box placed in a secret niche in the south wall and protected with a trap. The strongbox contains 1,000 gold pieces. This money is for group needs such as armor, weapons, food, and drink. (The individual thieves also receive a personal share of any booty they help steal, but usually spend most of it.)

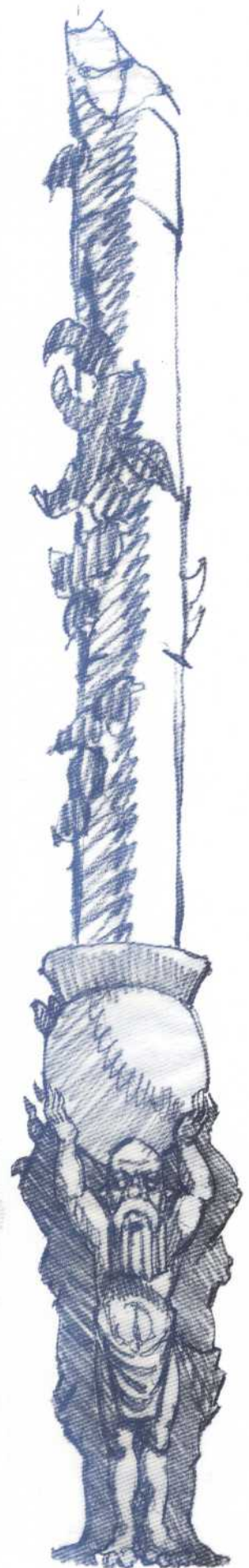
Kravik Harstall, Bandit Leader

	5th-Level Rogue
Hit Dice:	5d6 (22 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+3 <i>leather armor</i> +1, +1 Dex)
Attacks:	Shortsword +5 melee, silver dagger +5 melee, sling +4 ranged
Damage:	Shortsword 1d6+5, silver dagger 1d4+5, sling 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sneak Attack +2d6
Special Qualities:	Evasion, Uncanny Dodge
Saves:	Fort +1, Ref +5, Will +0
Abilities:	Str 15, Dex 13, Con 10, Int 22, Wis 9, Cha 14
Skills:	Appraise +5, Bluff +7, Climb +4, Diplomacy +5, Forgery +2, Gather Information +7, Heal +2, Innuendo +3, Intimidate +8, Knowledge (Geography) +3, Knowledge (Nature) +3, Open Lock +4, Ride +4, Search +3, Sense Motive +2, Tumble +4, Wilderness Lore +1
Feats:	Alertness, Combat Reflexes, Simple Weapon Proficiency
Challenge Rating:	2
Alignment:	Lawful evil

Finding & Disarming the Treasure Box

The niche in which Kravik's iron box is hidden can be found as per secret doors. The box is locked and trapped. If not disarmed, the trap will fire four small darts, with a +4 attack roll and 1d3 hp damage each. The trap is DC 15 to find and DC17 to disable (and CR 1). Picking the chest's lock is DC 12.

Kravik's personal chest lock is also DC 12.



II. DORMITORY

Living in this room is a wererat, named Godo. He carries a shortsword and six daggers balanced for throwing. As with the Barbarians in room 8, the wererat is an ally of the thieves. His special abilities are very valuable to them, and he is paid well for his services.

Godo's treasure is kept under a loose stone in the floor. It consists of 236 sp, a tiny amethyst worth 13 gp, and two pieces of jewelry (a gold arm-band set with rock crystals, worth 48 gp, and a silver necklace with gold inlays, worth 33 gp).

12. DORMITORY

This room belongs to the 2nd-Level Rogue who is asleep on the watch on the upper level. It contains an assortment of personal belongings. There is a bedstand, on which sits a *candle of healthy restoration*. Under the pillow on the cot there is a metal flask containing liquid – but it's strong liquor, not a potion.

Dire Rats

	Small Animal
Hit Dice:	1d8+1 (6 hp)
Initiative:	+3
Speed:	40 ft.
AC:	15 (+1 size, +3 Dex, +1 natural)
Attacks:	bite +2, melee
Damage:	bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease*
Special Qualities:	Scent**
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +11, Move Silently +6
Feats:	Weapon Finesse (bite)
Challenge Rating:	1/2
Alignment:	Neutral

*DC11 Fort save to avoid catching the disease that the rats carry. If not cured in 1d3 days, it will cause the permanent loss of 2 points Dex.

**Detect creatures within 30 feet and discern their direction.

Godo the Wererat

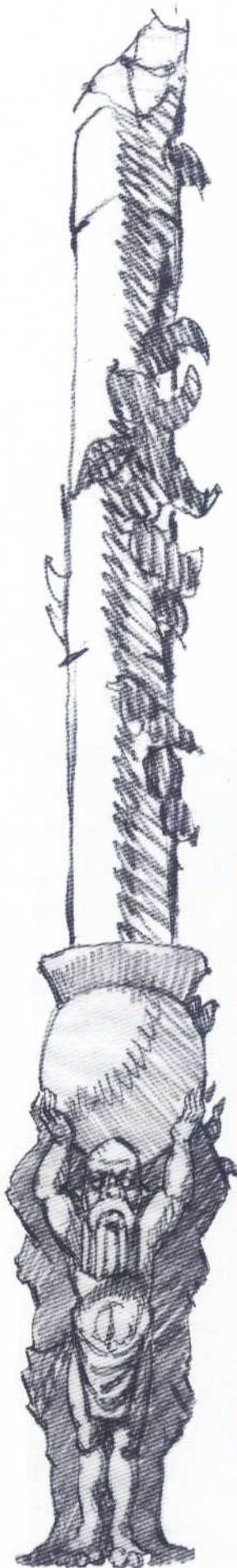
	Medium Size/Small Shapechanger
Hit Dice:	1d8+2 (7 hp)
Initiative:	+0 or +3 as rat
Speed:	30 ft. or 40 ft., climb 20 ft. as rat
AC:	12 (+2 natural); 16 (+3 Dex, +3 natural) as hybrid; 17 (+1 size, +3 Dex, +3 natural) as rat
Attacks:	shortsword +0 melee; shortsword +3 melee; bite +1 melee as hybrid; bite +4 melee as rat
Damage:	sword 1d6, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Curse of lycanthropy as rat or hybrid
Special Qualities:	Rat empathy; plus scent, weapon immunity
Saves:	Fort +6, Ref +5, Will +4
Abilities:	Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 10
Skills:	Climb +14, Control Shape +6, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8 as rat or hybrid
Feats:	Multiattack, weapon finesse (bite)
Challenge Rating:	2
Alignment:	Lawful evil

Godo is able to take three shapes: human, dire rat, or a man-sized rat-human hybrid form. He prefers the hybrid form in combat, since it allows him both to bite and to use his shortsword.

Curse of Lycanthropy (Su): If bitten by Godo, a character must make a DC15 Fort save to avoid contracting lycanthropy.

Rat Empathy (Ex): Godo can communicate with normal rats.

Weapon Immunity (Ex): Only silvered or magical weapons will harm Godo when he is in rat or hybrid form.



13. MEETING/DINING ROOM

This room has several functions. It is used for preparing and serving food, planning major heists, and having "social events" to celebrate successful thefts. There are two tables in the room. In the southeast corner is a firepit, with a smoke vent going up into the ceiling. (The vent runs up through the southeastern pillar on the upper level to a hole in the roof.) A large cauldron, filled with water, is slung over the pit. There are several shelves on the wall north of the fire pit, holding various herbs and spices in bottles and jars. (The most valuable of the spices might be sold for 100 gp or so, in a larger town where one could find willing buyers. The villagers of Brandon's Bridge, for example, would not have the funds to spend on such exotic goods.) There is also a full wineskin and a flask containing a *poison of levitation*.

14. FOOD STORAGE ROOM

As in the old days of the temple, this room is used for the storage of foodstuffs. However, the supplies are presently being raided by three giant rats. The rats have no treasure. Apart from a large quantity of preserved foodstuffs, there is nothing here to interest the party.

Candle of Healthy Restoration

When used according to its activating ritual (which takes half an hour and requires, besides the candle, a bowl or cup of fresh water and a cone made out of paper, vellum, parchment, birch bark, or the like), this candle cures any disease, mundane or magical, that afflicts its target, and neutralizes any poisons in the target's bloodstream. (This is similar to the effect of a *heal* spell; however, it does not heal damage in the form of lost hit points.) If the ritual is interrupted, the healing magic will not take effect and the candle will be wasted. Typically candles of healthy restoration are found in bundles of 1d4.

Caster Level: 7; **Prerequisites:** Create Wondrous Item, and either *neutralize poison* or *heal*; **Market Price:** 700 gp per candle; **Weight:** 1/4 lb.

CONCLUSION

After confronting the thieves, even if not entirely successful, the player characters will be welcomed back to Brandon's Bridge as heroes. (Even if the thieves are not all killed or driven away, the thinking is that a major assault on their base is likely to encourage them to think about moving on to harass some other community.) They will be invited to stay at the Savory Salmon free of charge, and the village cleric, Gravin, will offer whatever healing help he can. While the party was away the villagers tried to raise as much reward money as they could. They managed to put together 100 gp, which they offer to the party. Characters will also be invited to settle in Brandon's Bridge, if they'd like one of the recently abandoned outlying farms; it would certainly help the village to have its own resident heroes!

Knowing the nature of adventurers, however, the player characters will surely be soon setting off in search of new challenges ...

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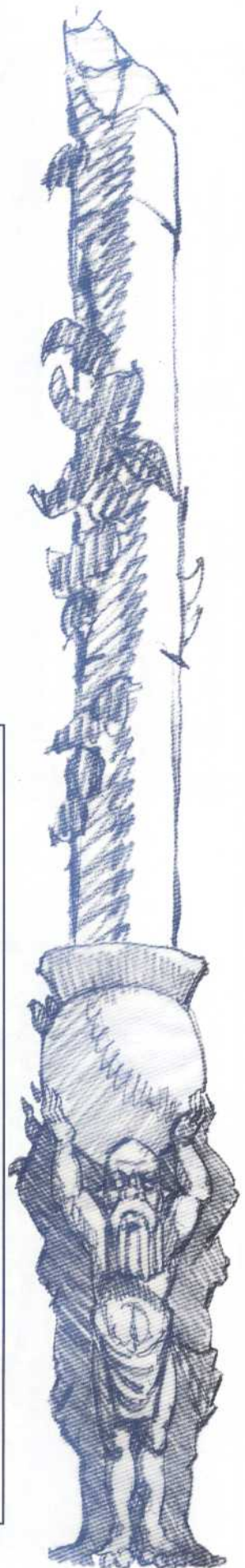
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Jobs like that aren't easy to come by. They sure aren't easy to pull off.

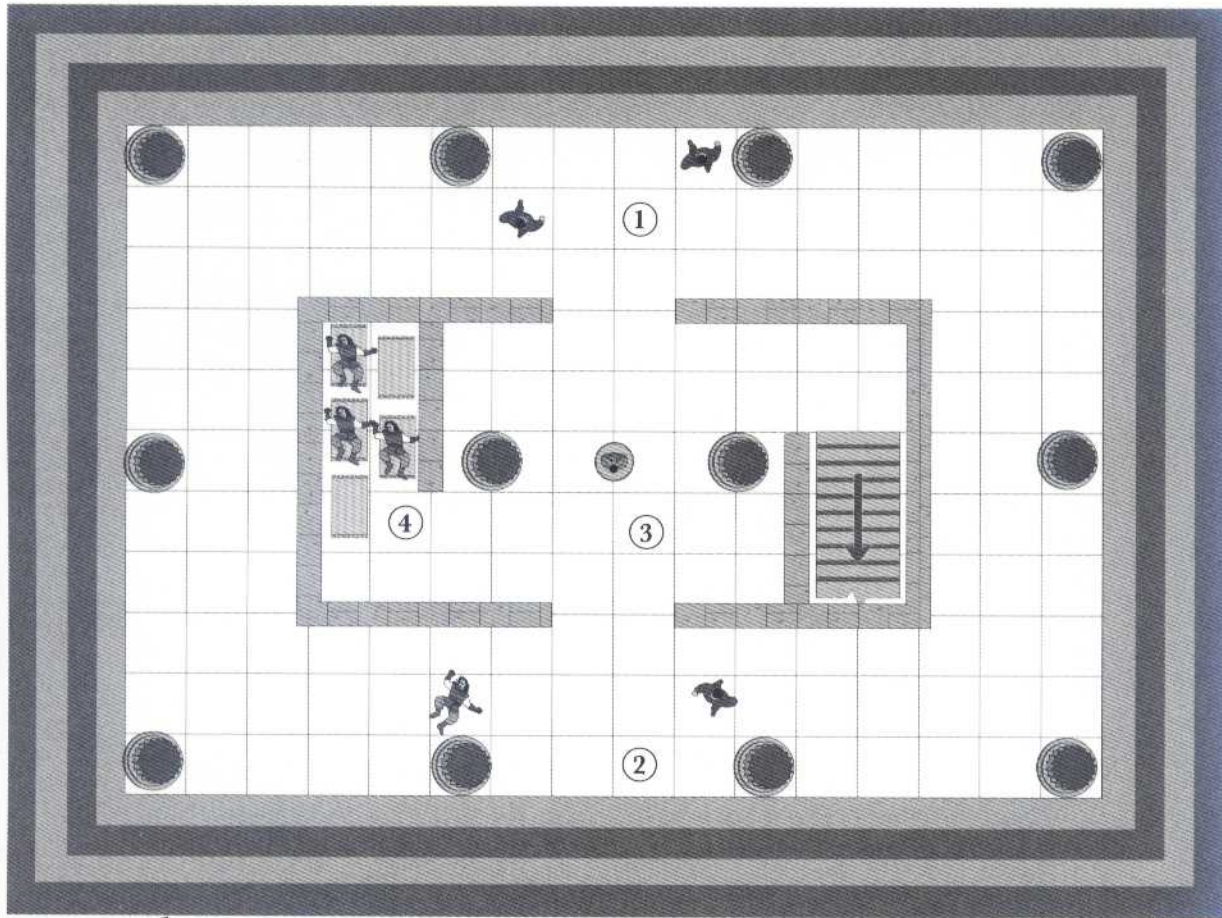
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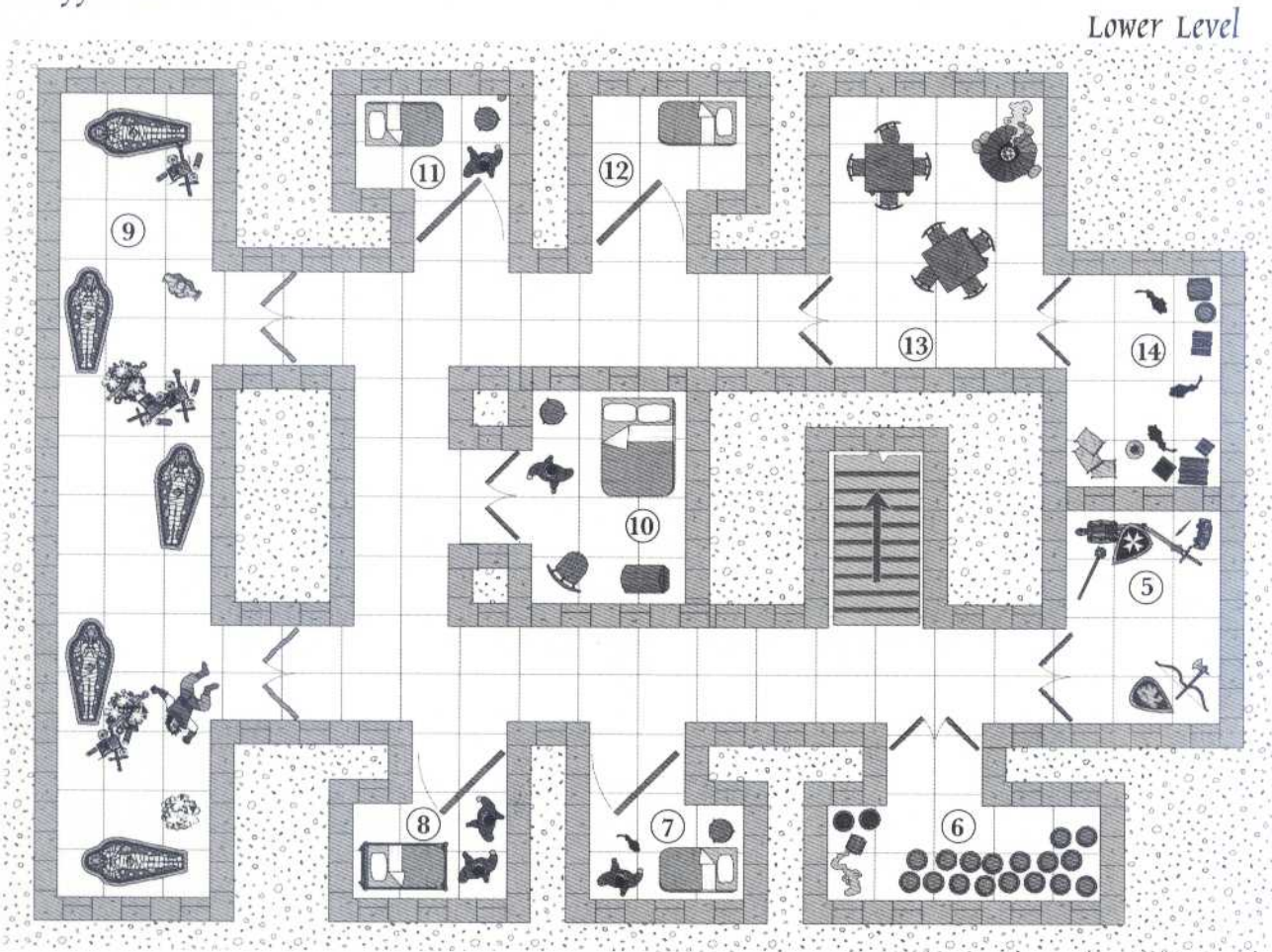
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Upper Level



Lower Level

- ⑪ = Dormitory
- ⑫ = Dormitory
- ⑬ = Meeting/Dining Room
- ⑭ = Food Storage Room

- ⑦ = Dormitory
- ⑧ = Dormitory
- ⑨ = Crypt
- ⑩ = Head Priest's Dormitory

- ③ = Statue
- ④ = Vestry
- ⑤ = Weapons Storage Room
- ⑥ = Wine Cellar

Map Key

- ① = Watch Post
- ② = Watch Post

PENUMBRA

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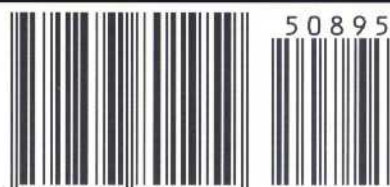
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