

# Quatlebar

**A One-round LIVING CITY Tournament**

**by Gary Labrecque**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

## Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38+

## DM Background

Each year before and since the war, the Cormyrean Ambassador, Lord Reginald Cormaeril, goes on a weeklong hunting trip to the woods outside of Dark Hollow, a village three-day ride from Ravens Bluff. On each of these trips, Quatlebar, his daughter Samara's pet faerie dragon, has stowed away to play with the sprites and pixies that inhabit the woods around the campsite. This year, Quatlebar did not come home with the hunters.

Quatlebar was captured by a group of bandits led by Boris, an evil invoker, and Montrose, a specialty priest of Talona. They brought the juvenile faerie dragon back to their main camp where they were building an apparatus to brew a deadly poison from faerie dragon breath gas. He was put into a special chamber that would keep him in a semi-conscious state while the gas was extracted.

Two weeks ago, the bandits captured a pair of gnome brothers, Bittle and Baggle, while they were returning home to High Haspur from visiting cousins in Sendrin. The bandits put them into chains and they were forced to work making the apparatus.

A few days ago, the bandits attacked the cottage of Alexandra, a half-elven fire-elementalist wizard, on the outskirts of Dark Hollow. After a fierce battle, she was captured and charmed by Boris. Her apprentice was killed and her cottage was burned to the ground. Villagers assumed that it was Alexandra who died in the battle and do not know that she is alive, charmed, and a prisoner of the bandits.

After bringing the charmed Alexandra to the bandits' camp, Boris put her to work looking things up in her tomes on plants and herbs. He told her that they were both prisoners of the Talona priest and the only chance they had was to work and bide their time. She turned in all of her weapons except for her death knife hair comb, which Boris did not recognize as a weapon.

Schmedley Rattspurr, the Assistant Secretary to the Lord Chancellor of Ravens Bluff hires the PCs to recover the missing quatlebar. Unfortunately, no one told him what a quatlebar was and he was too new at his job and afraid of offending the Cormyreans to ask. The PCs must not only find Quatlebar but also find out what he is in the process.

Rattspurr suggests that the PCs go to Phileas Hobblebush, an expert in flora and fauna of the Realms. Hobblebush agrees to answer their questions provided they bring him a yellow lady's slipper, a rare orchid no longer growing near Ravens Bluff. While Hobblebush does not know what a quatlebar is, he directs them in the right direction.

The PCs arrive in Dark Hollow, a sleepy, wooded town. They visit the Sunflower Inn and the village shrine to Silvanus, Chauntea, and Mielikki in search of information. At the inn, they encounter bandit spies and learn some of what is going on in the village.

Leaving Dark Hollow, the PCs are ambushed by bandits. They visit the campsite and talk to sprites, Deverona, a dryad nearby, and Alexandra's cottage in search of more information. Eventually, the trail leads them to the bandits' main camp and their apparatus. By the time the PCs arrive at the bandits' camp, the still is already functional. Five vials of poison have been produced and sent away to places unknown.

## Player Introduction

*Spring finally has come to Ravens Bluff. It is about time after all – it's already the month of Kythorn, the Time of Flowers. At last, there are flowers aplenty. Every garden, every flowerbed, every meadow is awash with brilliant colors.*

*With the mild spring weather, life in Ravens Bluff has seemed almost pleasant. There has been little trouble recently and little call for adventurers. You have made use of your newly found free time to enjoy the simple pleasures you never had time for in previous weeks. All in all, it has been a much-appreciated vacation.*

Just as you are finishing a nice leisurely dinner at one of your favorite establishments in Ravens Bluff, a messenger comes in. After looking around a little bit, he heads to your table. "I was instructed to give this to you," he says matter-of-factly. It is a scroll with the Lord Chancellor's seal upon it.

Upon opening you read:

*Your services are required immediately. Please report to my office post-haste. Forgive me for contacting you at such a late hour.*

*(Signed)*  
**Schmedley Ratspurr**  
*Assistant Secretary to Lord Chancellor*  
**Arvin Kothonos**

*You sigh as you realize that your vacation is over.*

For anyone, who asks, the messenger reads the message for those who cannot read. Give Players' Handout 1 at this time.

## Encounter 1: To Find a Quatlebar

*When you arrive, you are shown into a small waiting room. The room is sparsely furnished with a small table and eight chairs. A platter of pastries and a pitcher of water with several glasses are on the table. After a few minutes of waiting, all of you are gathered in the waiting room.*

Pause and allow players to describe their characters and to role-play introductions. After a few minutes, continue:

*Eventually, you are shown into office of the Assistant Secretary. Assistant Secretary Schmedley Ratspurr is a thin man in his mid-forties with receding brown hair streaked with gray. When you enter, he stands to greet you. "Thank you for coming on such short notice at this late hour," he says. "Please sit down."*

*"We have just been notified that the Cormyrean ambassador, Lord Reginald Cormaeril, lost his quatlebar on a hunting trip that he just returned from Dark Hollow. The ambassador had to leave on a scheduled a visit to Procampor this morning and so could not retrieve it himself. In the name of friendship, we have promised that Ravens Bluff would see to it that his quatlebar was returned to him."*

Expect the players to interrupt right here. They are bound to ask what a quatlebar is. When asked, Ratspurr replies, "You know, a quatlebar..."

When pressed further, he admits, "Actually, I do not have any idea of what a quatlebar is. When I met with the Cormyreans, they were so definite like it was common knowledge. I did not dare indicate that I did not know what it is, fearing their disapproval – I did not want to be responsible for throwing a wrench in treaty negotiations."

After checking that no one can overhear, Ratspurr continues, "Perhaps you should check with Phileas Hobblebush, a local sage I have consulted with. He is Ravens Bluff's leading expert on plants and animals of the Realms. It is also said that he loves all things Cormyrean. He lives only a few blocks from here. He would know if anyone would. I personally believe that it is an animal or piece of equipment unique to Cormyr." (Ratspurr gives directions to Hobblebush's house.)

If asked, he does not recommend the PCs bother the Cormyrean Embassy, as he does not want to insult the Cormyreans.

When the PCs finish their questions, continue with the following:

*“As you have probably heard, the Lord Chancellor was in the process of negotiating a trade agreement with Cormyr. This agreement would open up new markets for our goods as well as made many new products available to the citizens of Ravens Bluff. It would mean a boom to our economy.”*

*“The Lord Chancellor would have handled this matter himself, but with the sudden illness of his wife, he has had to give his staff most of the responsibilities. The task of dealing with the ambassador’s lost possession has fallen to me, hence my contacting you.”*

*“The city wishes to hire you to recover the ambassador’s quattlebar. Are you willing?”*

Wait for them to agree. If they ask about payment, Ratspurr states that the city is willing to pay each of them 400 gp. If pressed, he is willing to raise the fee to 800 gp but cannot include other incentives such as *raise dead* spells, etc. The city is willing to supply the PCs with horses, if they do not already own one, and provisions for the trip. He hopes that the PCs’ loyalty to the city will be strong enough for them to take on the task.

Ratspurr is willing to supply PCs with a writ saying that they are working for Ravens Bluff if PCs ask. It is likely that the PCs will have to return to his office to get the writ (in the morning since he leaves for the night shortly after his initial meeting with the PCs).

Once the PCs agree to the mission, Ratspurr continues:

*“The Ambassador is to return to Ravens Bluff in 8 days. We have assured him that the quattlebar would be returned by then. You should be ready to leave at first light.*

*Their camp was just a few hours north of Dark Hollow along an old trail. They claim you cannot miss it since it is the only trail heading due north. It is a regular campsite that they have used for years.*

*They say the best way to get to Dark Hollow is by way of the Mosstree Trail from Mossbridges. Dark Hollow is a three-day ride from Ravens Bluff. You would not be able to complete the journey on foot before the Ambassador returns.*

*When you return, bring the quattlebar here, so that I may accompany you to the embassy. If you do not have any questions, I bid you good night and good luck.”*

If pressed, Ratspurr is willing to allow the PCs to return the quattlebar to the embassy themselves as long as they mention that Ratspurr sent them.

A local history check on Ratspurr reveals that he is what he claims: assistant secretary to the Lord Chancellor. Ratspurr has only had the position for about a year, but has a clean reputation. He was a minor civil servant before gaining this post.

## Encounter 2: Phileas Hobblebush, Sage

*Hobblebush’s house is a modest two-story structure with a small fenced-in yard. There is an ornate knocker on the front door.*

Pause to let the PCs act. When they knock on the door continue:

*In a few moments, a balding, middle-aged man with a few strands of gray hair standing up from his head throws open a second-story window and peers out. “Yeah. What do you want?” he calls out.*

Let the PCs state their purpose, then continue:

*“All right. All right,” Hobblebush says. “I’ll be right down.” After a few moments, the sage opens the door and directs you to his study.*

*“First, my fee then your questions. You’re adventurers, aren’t you? Are you going outside of the city at all? Well, I need a plant to add to my collection. If you are willing to find it during the course of your “adventure,” that will be your fee. In return, you get three questions answered to the best of my abilities. Do we have an agreement or have you wasted my time?”*

The PCs undoubtedly will want to negotiate. Hobblebush is in no mood to do so. His normal rate is

1200 gp for three questions, but since he wants the orchid he thinks his request is more than fair. Since the PCs need their answers now, he wants to know who is paying them, so if they do not deliver he can still get paid. If any priests are in the party, he prefers to charge their temple as he thinks he is more likely to get paid than if he bills the city government. He has a standard document to fill out to cement the agreement. After the deal is made, he gives the PCs a pot to put the plant in, a trowel to dig it up, and instructions on how to care for it until they deliver it to him.

Hobblebush wants a yellow lady's slipper, one of the largest orchids native to the Vast. A few select patches of yellow lady's slipper managed to survive the war. Unfortunately, they have all since disappeared, and the flower has not been seen around Ravens Bluff since the time of the darkbow. It was a rare flower, the rarest of all the lady's slippers, even before that time and does not know if any are left in the Vast. It has a leafless stalk bearing one or two fragrant flowers. The flower has a distinctive inflated, yellow, pouch-shaped lip petal. The yellow lady's slipper is found in rich woods as well as bogs and swamps. It stands about eight inches tall and should be in bloom for the next month or so. Anyone with herbalism, mountain survival, or forest survival does not need this description to recognize this flower.

Fit Hobblebush's information to the questions as appropriate, if the PCs' question is at all close to some information he can supply he does so.

- Quatlebar is not the name of an animal or plant species native to Cormyr. He has "Kramer's Guide to Flora and Fauna of Cormyr, the Forest Kingdom" memorized and nothing is mention in there of a quatlebar.
- It is not a name for anything in the Vast either. He is an expert on flora and fauna of the Vast also.
- The word quatlebar is not typical for a plant name, but is more typical for a type of animal.
- It could be a piece of equipment, but he has not heard of any by that name.
- Quatlebar is a compound word made up of quatle and bar. Quatle is meaningless nonsense while bar has the usual meanings. This indicates to him that it is a made-up word, presumably by someone of little imagination or of a young age.
- His best guess would be a proper name.
- Faerie dragons are chaotic offshoots of pseudodragons.

- The faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.
- Faerie dragons resemble miniature dragons with a thin body, a long prehensile tail, and gossamer butterfly wings. They are only a foot to a foot and a half long.
- Their color varies with age, ranging through the colors of the spectrum. Hatchlings are red; great wyrms are black.
- The hides of females have a golden tinge that sparkles in the sun, while males have a silver tinge.
- Faerie dragons can communicate telepathically with one another at a distance of up to two miles.
- They can speak Sprite, Pixie, Elven, and the language of birds and animals in their area. Some have been known to speak Common.
- Their telltale giggle sounds like the tingling of tiny silver bells.
- They make their lairs in the hollows of high trees, preferably near a pond or stream.
- They are fond of swimming and diving.
- They often live in the company of sprites and pixies.
- Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains.
- They are especially fond of fruit pantries.

**Phileas Hobblebush the Sage, human male, F1:** AL LN; AC 10; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg 1d4/1d3 (dagger); SA nil; SD nil; Str 10, Dex 12, Con 13, Int 18, Wis 16, Cha 9; MR nil; SZ M (5' tall); ML 12.

Hobblebush is an expert on flora and fauna of the Realms, but prefers plants. He is also a Cormyr-phile and is interested in everything Cormyrean. Hobblebush likes to hear himself talk and impress people with his knowledge.

## Encounter 3: Cormyrean Embassy

*The Cormyrean Embassy is an impressive stone and brick mansion with a slate roof. Its grounds are well groomed and spacious. An eight-foot high stone wall surrounds the perimeter. Units of well-armored Purple Dragon guards with war dogs patrol the grounds.*

PCs approaching the gates of the Cormyrean Embassy are stopped by Purple Dragon guards and asked their business. When PCs ask to speak with someone at the embassy or ask about quattlebars, guards request to see their licenses. (Adventurers in Cormyr are required to be licensed.) A badge from the Ravens Bluff Investigations Bureau is acceptable, but everyone in the party needs one if they all want to be admitted. On their first visit, PCs probably won't have any papers, so they are send away.

The Embassy is well guarded. Magic wards and alarms alert the guards if anyone tries to climb or fly over the walls, teleport onto the grounds or in any other way enter the embassy. The embassy houses twenty-five Purple Dragon guards, twelve war dogs, and two War Wizards are on the grounds. Any unauthorized attempts to speak to the Ambassador's family are doomed to failure.

**Cormyrean Captain, human male, F7:** AL LG; AC 3 (banded mail + shield); MV 12; HD 7; hp 65; THAC0 13 (adjusted 12); #AT 2/1; Dmg 1d8+3 (long sword); SA Specialization in long sword; SD nil; Str 15, Dex 14, Con 13, Int 15, Wis 14, Cha 16; MR nil; SZ M (6' tall); ML 12.

Possessions: banded armor, shield, and long sword

**Cormyrean Guardsmen, humans, F3 (5):** Int Average; AL LG; AC 3 (banded mail + shield); MV 12; HD 3; hp 30; THAC0 18 (adjusted 17); #AT 3/2; Dmg 1d8+2 (long sword); SA specialization in long sword; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, spear

**War dogs (2):** Int Semi- (2-4); AL N; AC 6; MV 12; HD 2+2; hp 16; THAC0 19; #AT 1; Dmg 2d4; SA nil; SD nil; MR nil; SZ M (4'-6' tall); ML Ave. (10).

#### The Chief Butler

When PCs return with proper papers, they are questioned as to the reason for wanting to meet someone from the embassy. As long as they give some reasonable answer, they are allowed to meet with a Cormyrean official. Read the following:

*Your papers are checked and rechecked by the Captain of the Guard. "Everything seems to be in order. Your request will be brought inside. Please wait here." He steps away from your group and activates a magical ring he is wearing. An instant later, a middle-aged human wizard with a big potbelly*

*appears before him. After a few moments, they return to you.*

*"Charles Overstead, the Chief Butler has agreed to meet with you," says the wizard. "I am to guide you to him. Remember you are about to set foot on Cormyrean territory and are bound by all the laws of Cormyr. Deactivate any anti-magical devises on your person."*

**War Wizard, human male, W(IN)14:** AL LG; AC 3 (bracers); MV 12; HD 10+4; hp 45; THAC0 16; #AT 1; Dmg 1d4/1d3 (dagger); SA *wand of magic missiles, wand of paralyzation* x 2; SD *ring of spell turning*, 30 pt. *stoneskin*; Str 8, Dex 14, Con 12, Int 18, Wis 12, Cha 8; MR nil; SZ M (6' tall); ML 16.

Spells: *detect magic* x 2, *magic missile* x 2, *shield, shocking grasp, detect alignment, detect invisibility* x 2, *Snilloc's snowball swarm, web* x 2, *fireball, hold person* x 2, *lightning bolt, Melf's minute meteors* x 2, *fire shield, ice storm* x 2, *polymorph other, stoneskin, hold monster, teleport* x 3, *wall of force, chain lightning, contingency, guards and wards, forcecage, limited wish.*

Possessions: *ring of spell turning, wand of magic missiles, wand of paralyzation* x 2, *bracers* AC 3.

If players question, in the absence of the Ambassador, the Chief Butler is in charge of the mansion and grounds. Wait for agreement from the players, then continue:

*He waves his arms and in an instant you find yourselves in an ornate sitting room somewhere in the mansion. A finely dressed, middle-aged man with short gray hair is standing in front of you. "I am Charles Overstead, the Chief Butler. What can I do for you?"*

Overstead knows the following information:

- He confirms the story that Rattspurr gave the PCs.
- Quattlebar is the name of the Ambassador's six-year-old daughter's pet faerie dragon.
- He has not been seen since the Ambassador returned from his hunting trip and Samara, the Ambassador's daughter has been miserable.
- He must have stowed away with the hunting party and stayed invisible so that no one suspected his presence – actually he does it regularly; this is the first time he has not returned with the hunters however.

- Quatlebar always becomes visible after he returns to the embassy.
- The ambassador goes each year to the same campsite near Dark Hollow. He, or course, stopped going during the war, but has started going again now that it is safe.
- This was his second hunting trip since the war ended.
- If asked, Charles can give a description of Quatlebar: he is a foot-long orange-yellow dragon with a thin body, a long prehensile tail, and gossamer butterfly wings.
- Overstead views Quatlebar as an annoyance because he likes to play (harmless) jokes on the embassy staff and the staff has to clean up after him. (He is terribly messy.)
- His favorite joke is sneaking up behind someone invisibly and scaring that person.
- He knows that Quatlebar is absent because no jokes have been played since the hunters' return, his telltale giggle has not been heard (like the tinkling of tiny silver bells), and Samara says so.
- Samara is a truthful little girl who knows that it is not proper to lie.

**Charles Overstead, Chief Butler, human male, F1:** AL LG; AC 10; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg unarmed attacks only; SA nil; SD nil; Str 10, Dex 13, Con 14, Int 17, Wis 16, Cha 18; MR nil; SZ M (5' 7" tall); ML1 17.

Charles is a classic butler in the English tradition. He is extremely well mannered, well dressed, and on top of the situation at all times. In the embassy, Overstead runs the household, answering only to the Ambassador, his family, and the war wizards. He expects the PCs to be on their best behavior at all times. Like most Cormyreans, Overstead views adventurers as hired servants and people of the Vast as uncouth backwoods hicks. Anyone from Cormyr is treated very well as long as they are well born. A PC from Sembia is treated with suspicion.

#### The Ambassador's Daughter

If the PCs ask to speak to Samara, make or have them make a Charisma-based Reaction roll. A cautious or better roll (15 or lower if PCs are friendly, 14 or lower if they are indifferent) means he allows it under close supervision if the PCs have a good reason for the request. Any result of threatening or hostile means he disallows it and will not hear any more arguments. If PCs are threatening or hostile, Overstead refuses the request and terminates the interview; PCs are

immediately teleported back to the gate and their offense reported to the Ravens Bluff government. Female priests or upper-class characters get a +2 to this check.

Overstead takes only one or two PCs with him to see Samara. They are required to remove all weapons from their person. The rest are left in the sitting room; several Purple Dragon guards can be seen patrolling the hall outside the entrance to the sitting room.

*With a signal from Overstead, the wizard waves his arms and in an instant you are standing in a small room outside of the nursery. "Wait here," Overstead instructs you as he enters the girl's bedroom. "Samara, there are people here who are trying to find Quatlebar. They want to talk to you about him."*

*In a few moments, he walks out with a little girl with long brown hair in a night gown holding his hand. "Are you going to find Quatie?" she asks.*

Samara knows:

- A description of Quatlebar: he is a foot-long orange-yellow mini-dragon with a thin body, a long snake tail, butterfly wings and a cute smile.
- Quatie loves carrots and hot blueberry (NOT apple) pie.
- Quatie is Samara's age and they are great friends.
- Quatie is a boy.
- They are the same age.
- They love to play games together
- He likes to go hunting with Daddy so he can play with all of the sprites and pixies. He does not mean any harm. He's a good dragon.
- This was the second year in a row that Father went on his hunting trip since the war. Quatie missed not going on the hunting trips during the war.
- He stays invisible so no one sees him.
- Quatie always becomes visible after he returns to the embassy.
- He likes to play (harmless) jokes on the embassy staff and the staff has to clean up after him. (He is terribly messy.)
- Quatie does not like the Chief Butler because he always makes him behave.
- He's afraid of the wizards around the embassy.
- His favorite joke is sneaking up behind someone invisibly and scaring that person.
- If asked, Samara can loan the PCs a red scarf of hers to let Quatlebar know the PCs are working on her behalf.

**Samara Cormaeril, Lord Reginald Cormaeril 's daughter, human female, 0-level:** AL NG; AC 10; MV 6; hp 2; THAC0 20; #AT 1; Dmg unarmed attacks only; SA nil; SD nil; Str 5, Dex 12, Con 12, Int 13 Wis 12, Cha 17; MR nil; SZ S (31/2' tall); ML 8.

## Encounter 4: The Village of Dark Hollow

*At the end of a three days journey along the Mosstree Trail through the remains of Highbank Forest, you arrive at Dark Hollow. Located where the Mosstree Trail meets the Hlinter Ride, Dark Hollow is a small, wooded village nestled in a tree-cloaked valley with only a few scattered farms nearby. The village inn, a small two-story building with stables around back, sits at the crossing of the two trails. The sign out front reads Sunflower Inn and has a painted sunflower next to the writing. The village shrine, the only temple in Dark Hollow, is down the street from the inn. It is a wooden, one-story, hexagonal building with ample gardens in the rear.*

*By the time you arrive, the village's few shops have closed for the evening. The streets are almost deserted except for a few locals heading home from a day's work.*

Anyone who makes a local history roll recalls that Dark Hollow has a dangerous "fey" reputation across the Vast. Folk see it as a place where faerie dragons frolic, brownies and other woodland being play tricks on intruders, and would-be wizards live in little ramshackle shacks in the woods.

Woodland trails beyond Dark Hollow tend to be narrow and overgrown with lots of overhanging branches. They are wide enough to be walked double or ridden single-file. Riding by horse does not speed travel along these trails or give the rider any advantage. Try to discourage PCs from bringing their mounts along, in favor of stabling them instead. The trails to the bandit camp are animal trails – it is impossible to even walk horses along these trails.

There are several places around Dark Hollow where PCs can find yellow lady's slippers. Several plants are blooming in the gardens of the village shrine. The sprites at the Cormyrean campsite can lead PCs to others growing in the wild. Alternatively, PCs can search the woods themselves. Rangers, druids, and

other priests of woodland deities (Meilikki, Silvanus, Gwaeron Windstrom, Eldath, Nobanion, Lurae, Shialla, etc.) can find one in 1d3 hours of searching. Anyone with wilderness survival or herbalism can find one in 1d4 hours with a successful proficiency check. All others need 1d3 days to find a yellow lady's slipper.

### A: The Sunflower Inn

*The main room of the inn is rectangular with eight round tables scattered throughout; four of these tables are currently occupied. Locals having drinks after work occupy two tables, while the other two are filled with half-elven hunters. An open wooden stairway is to your left, leading to the rooms upstairs. A long wooden bar with a dozen stools is against the back wall. A middle-aged male halfling, who is tending bar, is leaning over talking to a middle-aged female halfling. A cute young half-elven woman is bringing drinks to a table of hunters. Occasionally, a lone local or hunter enters or leaves the inn, but for this time of day, the business is light.*

*When you enter, the middle-aged halfling woman walks up to you. "Welcome to the Sunflower Inn," she says. "Feel free to sit anywhere you want. Alicia will be right over with menus."*

Let the PCs choose a seat anywhere. The Sunflower Inn is a watering hole for locals and a stop over for the infrequent traveler who passes through Dark Hollow. Sidney and his wife Muriel Goodfellow, a pair of rotund halflings, run it. The food is good and plentiful. The beer, mead and ale are home-brewed; there is no wine on the menu.

Alicia, their waitress, is along in a few minutes with their menus.

*In a short while, the cute young half-elven woman finishes serving drinks to the hunters and comes over to you table. "Good evening. I'm Alicia and I'm your waitress. Here are your menus. Can I get you something to drink while you are deciding what to order?"*

Give them **Players' Handout 2** at this time. Alicia takes their orders and then goes to the bar for their drinks. In a few minutes, she is back with them and checks whether the PCs are ready to order anything else.

Because of the recent bandit raids, all of the customers treat the PCs with caution. The proprietors are more

accommodating especially if the PCs spread plenty of gold pieces around and behave themselves. If PCs become drunk or rowdy, their sources of information dry up quickly and no one is willing to talk to them.

The inn has rooms for those who wish to stay overnight. Each room comes with its own key and contains two twin beds. The cost for a room is 5 sp a night or 3 gp a week; the price does not include meals. The inn has eight rooms; two are currently occupied. Stabling and grain for horses is also extra, costing 5 sp each day.

After the PCs' encounter with the sprites at the campsite (Encounter 6), the PCs probably are going to check here first for a small cask of elven wine. If Muriel is asked, she tells the PCs that they have no wine at all. If Alicia is asked, she directs them to Sidney. Sidney, a former adventurer, listens to their story sympathetically. He states that he has one such cask stored away in his cellar and that he can sell it to them for 30 gp. Sidney knows that for adventurers this price is very cheap and so is non-negotiable.

#### The owners

Muriel, Sidney, or Alicia can supply the following information:

- Nobody has ever heard of a quattlebar before. The only one in town who might know is Clarence Evergreen, the local druid.
- A large group of hunters came through a couple of weeks ago.
- They stopped (to eat) at the inn, then moved on. A week later, they stopped again.
- They stabled their horses here while they went on to their campsite.
- Trails into the woods tend to be narrow and overgrown with lots of overhanging branches, making horse riding impractical. It's better just to stable them and walk.
- There was nothing out of the ordinary about the group except for their size.
- They come through every year for the last four years at about the same time.
- The villagers have become suspicious of strangers. A band of bandits has been harassing travelers throughout the area for a few months.
- The village was spared their harassment until a few days ago. People say that bandits burned out a couple homesteads near the edge of the woods. (They do not know any specifics.) Since then, everyone lives in fear.

- No reward has been offered for the capture of the bandits yet. Dark Hollow is too small and poor to offer a reward. Ravens Bluff and Tantras have not been bothered enough to become involved.

**Sidney Goodfellow, Proprietor of the Sunflower Inn, halfling male, F6:** AL NG; AC 6 (Dexterity); MV 6; HD 6; hp 36; THAC0 15; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; Str 13, Dex 18, Con 14, Int 18, Wis 10, Cha 16; MR nil; SZ S (3' tall); ML 12.

Sidney is a former adventurer who retired and married his childhood sweetheart. In time, they moved to Dark Hollow and opened the Sunflower Inn. He still feels camaraderie with adventurers although he realizes that not all of them are scrupulous. He is a good host, but an overly protective father.

**Muriel Goodfellow, Hostess at the Sunflower Inn, Sidney's wife, halfling female, F1:** AL NG; AC 6 (Dexterity); MV 6; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1d3 (butcher knife); SA nil; SD nil; Str 7, Dex 18, Con 13, Int 11, Wis 13, Cha 11; MR nil; SZ S (2 1/2' tall); ML 10.

Muriel is a good hostess but she does not approve of adventurers or her husband's talk of his adventuring days. She is glad that he got some sense into him and gave up that life before he was killed. Muriel disapproves of Alicia's admiration of those types and keeps a careful eye on her at all times.

**Alicia Goodfellow, Waitress at the Sunflower Inn, Sidney and Muriel's adopted daughter, half-elf female, 0-level:** AL NG; AC 6 (Dexterity); MV 6; hp 3; THAC0 20; #AT 1; Dmg unarmed attacks only; SA nil; SD nil; Str 7, Dex 18, Con 12, Int 1 Wis 11, Cha 17; MR nil; SZ S (5' tall); ML 8.

Muriel and Sidney found Alicia as a baby on their doorstep. Unable to find her parents, they adopted her and raised her as their own daughter. Since the age of fourteen, she has waitressed at the inn; she is now eighteen.

Alicia has grown up hearing her father's stories of his adventures. Although she has never met an adventurer, she is in awe of them. If the PCs let on that they are adventurers, Alicia is the most attentive waitress they have ever had. She playfully flirts with any male PC with a Charisma of 16 or higher. If anyone gets rowdy or overly aggressive with her, she runs away and hides

for the rest of the night. The PCs are asked to finish their meals, leave, and do not return.

### The locals

The locals reluctantly supply the following information in answer to PC questions:

- Nobody has ever heard of a quattlebar before. The only one in town who might know is Clarence Evergreen, the local druid.
- A large group of hunters came through a couple of weeks ago.
- They stopped (to eat) at the inn, then moved on. A week later, they stopped again.
- There was nothing out of the ordinary about the group except for their size.
- They come through every year for the last four years at about the same time.

**Locals (3), human male, 0-level:** Int Average; AL LG; AC 10; MV 12; hp 4 each; THAC0 20; #AT 1; Dmg 1d4 (chairs); SA nil; SD: nil; MR nil; SZ M (5'-6' tall); ML 12.

### The hunters

The hunters reluctantly supply the following information in answer to PCs' questions:

- Nobody has ever heard of a quattlebar before.
- Trails into the woods tend to be narrow and overgrown with lots of overhanging branches, making horse riding impractical. It's better just to stable them and walk.
- A large group of hunters came through a couple of weeks ago.
- Their camp was an hour north of town.
- There was nothing out of the ordinary about the group except for their size.
- A band of bandits has been harassing travelers throughout the area for a few months.
- They are staying in town until the bandits are caught.

**Hunters (3), half-elven male, F3:** Int Average; AL CG; AC 7 (studded leather); MV 12; HD 3; hp 25 each; THAC0 18; #AT 1 or 2; Dmg 1d8 (long sword), 1d6 (long bow); SA nil; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

### The bandit spies

The fourth table holds a group of bandit spies masquerading as hunters. If questioned, they give the same answers to questions as the hunters. They seem

friendlier than anyone else in the bar with the possible exception of the owners and waitress. They discreetly ask questions about the PCs such as: "Where are you from?" "Are you staying in Dark Hollow for long?" "Where are you heading?" An observant PC should notice this difference.

If *ESP*, *mind read*, *know alignment*, *detect lie*, etc. is cast upon them, their true nature can be learned. If PCs are not suspicious, allow anyone who talks with them for over five minutes a Wisdom check at - 4 to realize there is something unusual about them. They are easily overcome by PCs in any tier, and seek to escape rather than fight if confronted.

Once caught, the spies try to bargain information for their freedom or their lives since the locals would kill them if they were turned over. The bargaining quickly turns to pleading, and then to just supplying information and groveling. Here is what they know:

- They are part of a bandit group raiding this town and the surrounding area.
- Their job is to pick out potential targets and get word to their companions.
- They have been in town for over a month.
- The bandits already know that the PCs are seeking the campsite of the large group of hunters.
- There is an ambush planned half way to the campsite. Give Players' Handout 3.
- They do not know where the bandit base camp is as it has moved since they arrived in town.
- They heard of someone's cottage being burned down but know nothing about it.
- Their leaders are a wizard and a priest of Talona.
- They do not know the goals of their leaders, but think their goal must be to become rich from being bandits.

If the PCs follow the spies to their room upstairs at the inn, they can learn the same information by listening to their conversations as if they had questioned them. If their room is searched while they are absent, it contains no incriminating evidence of their working for the bandits; there are no maps of the area or the bandit camp.

**Bandit Spies (3), half-elf males, T1:** Int High; AL NE; AC 3 (studded leather +Dexterity); MV 12; HD 1; hp 6; THAC0: 20; #AT 1 or 2; Dmg 1d8 (long sword), 1d6 (long bow); SA nil; SD nil; MR nil; SZ M (5'-6' tall); ML 5.

### The stables

*The inn maintains small stables around back. It is mostly empty at this time with only a few horses in its stalls. A stable boy is feeding them.*

The stable boy supply the following information in answer to PCs' questions:

- The cost for grain and stabling of a horse is 5 sp daily payable to the owners of the Sunflower Inn.
- Nobody has ever heard of a quattlebar before. The only one in town who might know is Clarence Evergreen, the local druid.
- Trails into the woods tend to be narrow and overgrown with lots of overhanging branches, making horse riding impractical. It's better just to stable them and walk.
- A large group of hunters came through a couple of weeks ago. They had some of the best horses he has ever seen.
- They stopped (to eat) at the inn, then moved on. A week later, they stopped again.
- They stabled their horses here while they were out hunting.
- There was nothing out of the ordinary about the group except for their size.

**Bill, the Stable Boy, human male, 0-level:** AL NG; AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg unarmed attacks only; SA nil; SD nil; Str 10, Dex 12, Con 13, Int 8, Wis 10, Cha 10; MR nil; SZ M (5' tall); ML 9.

Bill is rather shy, and only answers questions asked of him. He is a hard worker and never causes any troubles. He likes horses and feels more comfortable around them than he does people.

### **B: The Village Shrine**

*The interior is sparse. The left and right walls are painted with murals depicting natural scenes. The rear three walls have open arches leading to exterior gardens. In front of each arch is a statue with a small altar in front of it. The center statue depicts a middle-aged woman with long hair in long robes. Leaves, vines, and flowers twine through her hair and about her body. The left-hand statue depicts a young woman with long hair in leather armor. The right-hand statue depicts a long-limbed young man wearing scale armor with scales all in the shape of oak leaves. A couple rows of wooden benches face the three rear walls.*

*The shrine is empty except for a young male half-elf wearing a simple brown robe held together by an embroidered belt.*

The statues represent Chauntea, Mielikki, and Silvanus. The gardens behind the statues are dedicated to that deity.

The young half-elf is Clarence Evergreen, druid of Chauntea. Clarence is friendly and is willing to talk to the PCs as long as they walk with him while he does his chores around the shrine. He offers any priest who worships one of the deities represented in the shrine the use of the shrine and lodging in the gardens overnight.

He responds to PCs' questions and can supply the following information:

- Lately, the villagers have become suspicious of strangers. A band of bandits has been harassing travelers throughout the area for a few months. Clarence does not know where they came from or where their main camp is.
- The village was spared their harassment until two days ago. Alexandra, a woman reputed to be a spellcaster who lived alone on the edge of the woods, was killed and her cottage burned to the ground. Villagers blame the bandits for the attack. Since then, everyone lives in fear.
- If anyone thinks to ask, Clarence tells the PCs that Alexandra was half-elven.
- He does not know what a quattlebar is. He never heard of the word before.
- He recalls the good size hunting party (over a dozen riders) passing through a week or so ago. They only came to the village briefly. Nothing about them stood out that he could remember. They were large enough that the bandits would have left them alone.
- Trails into the woods tend to be narrow and overgrown with lots of overhanging branches, making horse riding impractical. It's better just to stable them and walk.
- Clarence is familiar with their campsite. Hunters have used it several times over the years although this is the first time since the war that it has been used. The camp is an hour's ride from Dark Hollow.
- If the PCs want to find something left behind in the woods, they should talk to Deverona who lives only a short distance from the campsite. (Clarence can give directions.)

- If asked, Clarence does not have any elven wine. He suggests that the PCs try the Sunflower Inn; it is the only place in town that would have it.

If anyone walks through the gardens, they notice yellow lady's slippers in bloom if they make an herbalism or observation check. If no one possesses these, allow an INT roll at -2 to notice the flowers. Clarence allows PCs to take flowers only if they are priests of one of the deities represented at the shrine. All he requires of the priest is for him or her to hold services at the shrine for the townsfolk.

If the PCs explain their mission to rescue Quatlebar and defeat the bandits, Clarence can offer healing in the form of spells and potions up to 50 hp per tier level for a first healing. If the PCs return thereafter, he can only offer 6 *cure light wounds*. In any case, he offers to cast any spells he has prayed for (and any he has access to if the PCs want to wait a day) free of charge to aid the PCs in their mission.

The shrine is undefended at night and is easy prey to thieves who wish to steal one of the flowers; however, anyone who steals one is inflicted with the *curse of the brown thumb*.

**Clarence Evergreen, half-elf male, D6 of Chauntea:**  
AL N; AC 6 (Dexterity); MV 12; HD 6; hp 32; THAC0 19; #AT 1; Dmg 1d6/ 1d6 (staff); SA nil; SD nil; Str 10, Dex 18, Con 14, Int 12, Wis 17, Cha 18; MR nil; SZ M (5' tall); ML 11.

Spells: *bless, cure light wounds* x3, *pass without trace, barkskin, goodberry, slow poison, speak with animal, warp wood, cure disease, plant growth, prayer*.

Clarence is fairly new to his position as the sole priest at the shrine being there for about a year. He is eager to talk to anyone who comes in, and readily welcomes other priests of related religions (Lathander, Eldath, Lurue, Shialla, etc.) as well as those of deities represented at the shrine.

### **C: Alexandra's Cottage**

*Nothing is left of the cottage except a burned out shell. A fresh grave with stones piled on top is a few yards from the ruins. Another larger grave is at the edge of the woods. Several spots a few yards away from the ruins are badly burned.*

A spellcraft roll reveals the use of several fire spells including *fireball*. The mages did not go down without a fight.

The fresh grave contains the charred body of Alexandra's apprentice, Angelica, not Alexandra as the villagers thought. A *speak with dead* spell reveals this as well as details of her final battle: she saw Alexandra being captured by the bandits shortly before she was killed. An observation roll reveals that the body is that of an elf. Angelica can be resurrected if any of the PCs have this ability, but must rest afterwards and cannot accompany the PCs.

The larger graves contain about six bodies of bandits killed during the raid. Their bodies are badly burned. A *speak with dead* spell reveals that they were after Alexandra and her expertise in herbalism. Montrose, a priest of Talona, wanted her for some project; they do not know his exact purpose.

Any PC who searches the cottage thoroughly is allowed to make an INT roll. If they make ½ INT, they notice the remains of two beds in the ruins indicating that two people lived there. Another INT roll or an observation or looting roll reveals a small chest that survived the fire. The chest contains a *protection from plants* scroll and 300gp.

### **Encounter 5: Bandit Attack**

*You travel along the wooded trail, dodging branches all the while, for about a half an hour. You pause when you spot, around a curve, a large fallen tree across the path.*

*Suddenly, numerous arrows whiz out of the trees and from a rock out-cropping up ahead. (You are pummeled by a flurry of snowballs that explode in your midst.) "A male voice calls out from the rock out-cropping, "Surrender your valuables or die!"*

Use the sentence in parenthesis in the 3<sup>rd</sup> and 4<sup>th</sup> tiers where an invoker accompanies the bandits. This is *Snilloc's snowball swarm* and it inflicts 1d3/level of the caster to everyone within a 30-foot radius of the center of the party – save for half. If PCs do not surrender immediately, they are attacked again in the second and all subsequent rounds. Give them Players' Handout 3 if they do not already have it. Consult the DM's map of the bandit attack for the locations of the bandits.

This is an ambush set by bandits that have been plaguing the area, and can occur either half way to the druid's grove or half way to the campsite. IF the PCs were not tipped off at the Sunflower Inn (Encounter 4A) about the ambush, the ambush succeeds unless a

ranger, scout, thief, etc. is advance scout for the party; someone simply on point does not work. Allow the ambushers a round of free attacks including spells. At the start of the second round, have the players roll Surprise checks for their characters.

If PCs have been tipped off or spot the ambush ahead of time, they gain the advantage. The bandits should make surprise checks unless the PCs are noisy and lose their element of surprise. The DM is free to modify their surprise check based on any PC plans and their execution of that plan.

If some of the PCs walk down the path, treat that combat as a normal battle. The PCs should make surprise checks at +1 since they are expecting an attack, but do not know exactly when and where it is coming.

#### Battle tactics

In the second round, archers target PC wizards and priests primarily. The invoker casts *lightning bolt* to get as much of the party as possible. The priest of Garagos casts *prayer*.

In subsequent rounds, the bandits continue to attack with arrows and spells until the PCs take cover. At that point, the bandits attack from behind led by the priest of Gargagos in 3<sup>rd</sup> and 4<sup>th</sup> tier. If PCs advance to the rock-outcropping, Rilz and the other bandit on that side engage the PCs with the other bandits charging; the archer behind the rocks melees if necessary.

During the combat, the DM should choose the most destructive spells for the invoker to use that will harm the least number of bandits. He can choose not to cast if too many bandits would be hit. The spellcasters are professional bandits and are expected to choose their spells intelligently.

The bandits have taken time to choose their positions. The archer in the tree has 50% concealment (-2 to hit) and is too high up to be engaged in melee; he is using a makeshift tree stand and does not fall out of the tree if injured. The archer and invoker behind the large rocks have 50% cover (-4 to hit). The rest of the bandits have 90% cover (-10 to hit) until they expose themselves.

Any PC still with a horse might try to use it during combat; only those with the horse-riding proficiency have any chance of success. PCs can ride away from the battle, dodging branches with a riding check. Any riding forward must make another check to have their horse leap the fallen tree (the trail is much narrower

than twelve feet). Riding horses into the woods is extremely dangerous due to the rough terrain and overhanging branches; require a riding check at -6 for every five feet they ride into the woods; any failure means the horse has injured itself. The bandits do not engage anyone riding, preferring to use their bows and let the woods take care of the foolish rider. Charging on horseback in this terrain is impossible.

#### Tier 1: If the PCs' levels total 4-13:

**Rilz Blackbreath, Bandit leader, human male, F2:** AL NE; AC 6 (ring mail + shield); MV 12; HD 2; hp 20; THAC0 17; #AT 1; Dmg 1d8+2 (*long sword* +2); SA nil; SD nil; Str 14, Dex 12, Con 13, Int 15, Wis 12, Cha 11; MR nil; SZ M (5' 6" tall); ML 12.

Possessions: ring armor, shield, *long sword* +2, and 200 gp.

**Bandits (5), human male, F1:** Int Average; AL NE; AC 6 (ring mail + shield); MV 12; HD 1; hp 11 each; THAC0 20; #AT 1; Dmg 1d8 (*long swords*); SA nil; SD: nil; MR: nil; SZ: M (5'-6' tall); ML: 12.

Possessions: ring armor, shield, long sword, long bow, and quiver with 12 arrows.

#### Tier 2: If the PCs' levels total 14-25:

**Rilz Blackbreath, Bandit leader, human male, F4:** AL NE; AC 3 (banded mail + shield); MV 12; HD 4; hp 30; THAC0 15; #AT 1; Dmg 1d8+2 (*long sword* +2); SA nil; SD nil; Str 14, Dex 12, Con 13, Int 15, Wis 12, Cha 11; MR nil; SZ M (5' 6" tall); ML 12.

Possessions: banded armor, shield, *long sword* +2, and 200 gp.

**Bandits (5), human male, F3:** Int Average; AL NE; AC: 3 (banded mail + shield); MV 12; HD 3; hp 25 each; THAC0 18; #AT 1; Dmg 1d8 (*long swords*); SA nil; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

#### Tier 3: If the PCs' levels total 26-37:

**Rilz Blackbreath, Bandit leader, human male, F5:** AL NE; AC: 3 (banded mail + shield); MV 13; HD 5; hp 40; THAC0 11; #AT 3/2; Dmg 1d8+4 (*long sword* +2); SA specialized in long sword; SD nil; Str 14, Dex 12, Con 13, Int 15, Wis 12, Cha 11; MR nil; SZ M (5' 6" tall); ML 12.

Possessions: banded armor, shield, *long sword* +2, and 200 gp.

**Bandits (5), human male, F4:** Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 4; hp 30

each; THAC0 17; #AT 1; Dmg 1d8 (long swords); SA specialized in long sword; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

**Bud, human male, W(IN)5:** AL NE; AC 2/3/4/10 (*shield* spell); MV 12; HD 5; hp 24; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD pre-cast spell; Str 8, Dex 12, Con 16, Int 16, Wis 9, Cha 9; MR nil; SZ M (5' tall); ML 12.

Spells in memory: *magic missile* x 3, *shield\**, *wall of fog*, *Snilloc's snowball swarm*, *stinking cloud*, *web*, *lightning bolt* x 2.

Possessions: robes and staff

**Snoddle, human male, P(Sp)5 of Garagos:** AL CE; AC 3 (banded mail + shield); MV 12; HD 75; hp: 42; THAC0 17; #AT 1; Dmg: 1d8+1 (long sword + Strength of 17); SA blind-fighting, spells, see below; SD see below; Str 17, Dex 12, Con 13, Int 10, Wis 17, Cha 9; MR: nil; SZ M (5' 6" tall); ML 12.

Spells: *command*, *cure light wounds* x 3, *aid*, *hold person*, *silence*, *15' radius*, *prayer*

Specialty priest powers: *chaotic combat* 1/day, Can incite berserker rage in themselves 1/day (+2 to attacks, damage, and saving throws; +1 initiative; lasts 1 turn); immune to magical commands of less than divine or semi-divine power, immune to magical items that play upon emotions or loyalties

Possessions: holy symbol of Garagos, banded armor, shield, and long sword.

#### **Tier 4: If the PCs' levels total 38+:**

**Rilz Blackbreath, Bandit leader, human male F7:** AL NE; AC 3 (banded mail + shield); MV 12; HD 7; hp 50; THAC0 11; #AT 2/1; Dmg 1d8+4 (*long sword* +2); SA specialized in long sword; SD none; Str 14, Dex 12, Con 13, Int 15, Wis 12, Cha 11; MR nil; SZ M (5' 6" tall); ML 12.

Possessions: banded armor, shield, *long sword* +2, and 200 gp.

**Bandits (5), human male, F5:** Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 5; hp 40 each; THAC0 14; #AT 3/2; Dmg 1d8+2 (long swords); SA specialized in long sword; SD none; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

**Bud, human male W(IN)7:** AL NE; AC 2/3/4/10 (*shield* spell); MV 12; HD 7; hp 34; THAC0 18; #AT

1; Dmg 1d6 (staff); SA spells; SD pre-cast spells; Str 8, Dex 12, Con 16, Int 16, Wis 9, Cha 9; MR nil; SZ M (5' tall); ML: 12.

Spells in memory: *magic missile* x 3, *shield\**, *wall of fog*, *Snilloc's snowball swarm*, *stinking cloud*, *web* x 2, *lightning bolt* x 2, *Melf's minute meteors*, *ice storm*, *stoneskin\**

Possessions: robes and staff

**Snoddle, human male P(Sp)7 of Garagos:** AL CE; AC 0 (banded mail + shield + *blood mantle* spell); MV 12; HD 7; hp 50; THAC0 15; #AT 3/2; Dmg 1d8+1 (long sword + Strength of 17); SA blind-fighting, spells, see below; SD pre-cast spells, see below; Str 17, Dex 12, Con 13, Int 10, Wis 17, Cha 9; MR: nil; SZ: M (5' 6" tall); ML 12.

Spells: *command*, *cure light wounds* x 3, *aid*, *hold person*, *silence*, *15' radius*, *prayer*, *protection from fire\**, *free action\**.

Specialty priest powers: *chaotic combat* 1/day, *blood mantle* 1/day\* (+3 to AC (incl.), +3 save vs. fire & cold, -3 save vs. lightning & electricity), Can incite berserker rage in themselves 1/day (+2 to attacks, damage, and saving throws; +1 initiative; lasts 1 turn); immune to magical commands of less than divine or semi-divine power, immune to magical items that play upon emotions or loyalties

Possessions: holy symbol of Garagos, banded armor, shield, and long sword.

The bandits fight until it appears they are losing or their leader falls in combat. After that time, morale checks should be made each round.

If any bandits are captured and questioned, they can be convinced to talk with moderate coercion.

- They admit being in on the raid at Alexandra's cottage.
- The bandits know Alexandra came with them willingly after she was captured.
- They are working for a priest and a wizard who have set up some strange contraption with the aid of Alexandra and two gnomes.
- They can give directions as to their camp where the contraption is located.
- They do not know what the contraption does.

## **Encounter 6: The Campsite**

*After about an hour, you come to the spot that served as the campsite for the Cormyreans during their last*

*hunting trip. The campsite is a medium-sized clearing with only a few large rectangular sections of flattened brown grass left behind to give away the locations of the Cormyrean tents. An old fire pit is in the center of the clearing; several sticks extend out of it.*

If the PCs search the campsite for clues, allow them an INT roll. If they succeed, the PCs notice that no debris or garbage has been left around the camp. If an observation roll is made or someone checks the fire pit, they notice that the ends of the sticks are not charred indicating the pit was poked after the fire was extinguished. With a search of the general area, PCs realize that no tree stumps can be seen except for trees that have fallen on their own – the Cormyreans never cut down a tree. If a PC makes a tracking roll at - 4, they can find sets of old prints left by the hunters, following them leads around in circles in the woods. Nothing can be found to indicate what Quatlebar is or where he went.

After a few minutes of searching and conversing, one or two PCs begin to hear voices: “What do you think they are looking for?” “I don’t think they are bandits.” “That one has a big sword.” “They don’t look like hunters.” “They had better not harm anything.” “When do you think they are going to go away?” “Stop talking or they’ll hear you.” Intersperse these and other sentences that the DM feels appropriate, as the PCs become aware that they are being watched. As soon as they stop to listen and start looking for the sources, the voices stop.

At this point, the PCs are going to start calling out to try to convince them to show themselves. They must make known that they are looking for Quatlebar to bring him home, and that they do not want to harm Quatlebar or the voices. It is only after that the sprites become visible to the PCs.

The sprites respond any actions the PCs take in the clearing. If the PCs start a fire, a sprite tries to poke it out. If told about Samara, crying can be heard at various points in the air but none of them become visible. If at any time before this a PC mistakenly calls them pixies, one of them becomes visible long enough to say, “I am NOT a pixie!” and then disappears. If the sprites are threatened, they leave immediately not to return. If PCs threaten the forest, the sprites attack the offender with their bows, becoming visible then invisible shortly thereafter.

*A group of six two-foot tall humanoids with semitransparent wings and distinctly elven features*

*flying four feet off the ground appear before you. One of them flits forward and addresses you, “I am Alabaster, leader of the sprites. Who are you and what are you doing in our forest?”*

He questions them until he is certain that they mean no harm, at which point eleven other sprites become visible. During the course of his conversation, one or two sprites flit up to a random PC, and ask one of their own questions or make a comment. These need not have anything to do with the situation at hand but are total nonsequiturs. Here are a few examples: “Alabaster is very handsome.” “You are a dwarf?” “Do you like blue?” “Aren’t you hot in all that armor?”

Alabaster and his sprites know the following:

- Quatlebar is a faerie dragon.
- He has been coming once a year for four years with the hunters to play with the sprites.
- He stows away with the hunting party and stayed invisible so that no one suspected his presence.
- They have not seen Quatlebar since the hunters left. They assumed that he had gone with them.
- The hunters have taken good care of their glen, so the sprites share it with them.
- Before they started coming, one of their wizards came to talk with the sprites to make sure it was OK that they hunted in their woods.
- Quatlebar is a young faerie dragon.
- Quatlebar is a foot-long orange-yellow dragon with a thin body, a long prehensile tail, and gossamer butterfly wings.
- They have not seen Quatlebar since the hunters left. They assumed that he went home with the hunters.
- They have seen bandits in the area and try to avoid them. They do not know where their camp is.
- If PCs want to find the bandit camp, they should talk to Deverona. She lives a short distance away from this clearing. Alabaster can give directions. (They do not even hint as to Deverona’s true nature and avoid any questions on the subject.)
- The PCs can stay at the campsite for the night if they promise not to cut down any trees (gathering dead wood is OK), to put out any fires they start, not to leave trash behind, and not to damage the natural surroundings in any way. The sprites volunteer to keep watch overnight so the PCs can get rest.
- The sprites cannot accompany the PCs to the bandit camp since it is their job to guard the glen.

If asked about yellow lady's slippers, Alabaster replies that they have seen a few nearby. He is willing to allow the PCs to take one if they promise to take very good care of it, have been courteous to him and the other sprites, and bring him a small cask of elven wine. (He needs the cask for a deal he is making with a group of pixies.)

**Alabaster, Leader of the Sprites:** Int Very; AL N(G); AC 5; MV 9, Fl.18; HD 1; hp: 8; THAC0 19; #AT 1; Dmg 1d4 (sword), 1d3 (arrow); SA see below; SD see below; MR none; SZ S (2' tall); ML 14.

Special abilities: become invisible at will, *detect good/evil* within 50 yards at will.

**Sprites (16):** Int Very; AL N(G); AC 6; MV 9, Fl.18; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d4 (sword), 1d3 (arrow); SA see below; SD: see below; MR nil; SZ S (2' tall); ML 11.

Special abilities: become invisible at will, *detect good/evil* within 50 yards at will

Their arrows are coated with a special ointment. All creatures struck must save vs. poison or fall into a deep sleep for 1d6 hours. Normally sprites do nothing more than remove the creature to a place far away and strip him of weapons; evil creatures may be killed.

The range on their bows is half that of a normal short bow.

## Encounter 7: Interview with a Dryad

*Following Clarence's directions, you find yourself in the middle of a grove of tall oak trees. Just as you start to try to locate Deverona's cottage, a beautiful, lightly tanned woman with dark green eyes and green hair steps out from behind a tree. She is wearing a thin, emerald-colored, silken gown that barely covers her.*

*"Who are you and why have you entered my forest?" she asks immediately.*

This is Deverona, dryad of this grove. At first, she interrogates the PCs, directing her questions to the PC or PCs she deems most suitable. She wants to know where they are from, why have they traveled so far from Ravens Bluff, and what is this quatlebar to them?

The DM should ask anything that seems appropriate at the time. Only after the PCs explain that they are not bandits, mean the forest no harm, and wish to defeat the bandits, does Deverona warm up to them. Until that point, she ignores any and all questions posed to her. If the PCs refuse to answer her questions, she leaves.

If there is at least one elf or half-elf in the party, she speaks in Elven from the start, preferring that to Common. If need be, she changes to Common, sighing and looking very put out.

Deverona has distinct preferences about whom she is willing to talk to. Her first choice is males of 17 or 18 Charisma. Her second choice is heartwarders or priests of Sharess. She is extremely flirtatious to any male falling into her first two categories. Her third choice is anyone of Charisma of at least twelve, preferably male. Deverona treats anyone with a lower Charisma as an annoyance and an unwanted interruption.

Give anyone watching her for a couple of rounds an INT check. Those that make it notice a heartfire pendent around her neck. (Deverona was a heartwarder before becoming a dryad.) Heartwarders and priests of Sharess can make their check at +2. Anyone failing with observation can make that skill check to notice the pendent.

After Deverona is satisfied with their answers, she is willing to answer a few of their questions. She states, "That is enough. You are boring me. What do you want of me?" When they start to ask her questions, she replies, "I will tell you what I know, if you please me." If they press her for more details, all she says is: "Give me pleasure and be creative. I will give you three chances. If you please me, I will answer your questions to my best ability. If not I shall leave."

Deverona is basically looking for anything of beauty whether it be a song, poem, or picture. Composing a song or poem for her is great. Painting her portrait or making a sculpture for her also works. A performance to entertain her or even a dramatic reading is fine. The key to what she wants is the heartfire pendent that she wears: as a former heartwarder, she still appreciates beauty.

The players should describe what they are attempting in as much detail as they can. If a player is unspecific, penalize all rolls by -1. For example: "I play my lute." is unspecific. "I play a song I just learned in Ravens Bluff on my lute." is specific enough to avoid the penalty.

Require any participating PC to make a proficiency check of the appropriate skill. The following skills are useful: acting, artistic ability, cooking, dancing, juggling, musical instrument, oratory, poetry, singing, tumbling, ventriloquism, and voice mimicry. In the absence of these skills, the DM might allow Charisma and Dexterity checks at -2 if players come up with a creative idea on how to please her. If a single PC is attempting to please her, rolls must be made at -2. If several PCs are combining in a performance, there is no penalty. Encourage the players to be imaginative and creative. Their performance must not harm the natural environment in any way.

A PC can use illusion spells to accomplish the same task of pleasing Deverona. *Phantasmal force*, *improved phantasmal force*, *spectral force*, *audible glamor*, and *ventriloquism* are all usable spells. Players should explain how these are being used in detail, and can be used to accompany the use of the skills already mentioned. Deverona prefers that the PCs use skills rather than spells as she is more used to magic and finds use of skills more interesting. An imaginative use of spells and skills meets with her approval, however.

Physical advances, unless made by a male (preferably Elven) of at least Charisma 18, are immediately rebuked (“Do I look like a follower of Sharess?”). Any attempt at bribery is scorned and the briber is summarily ignored for the rest of the encounter.

Once Deverona is pleased, she answers the PCs’ questions. She knows the following information:

- She does not know what a quattlebar is nor has she ever heard of one.
- It is not a plant or animal of this forest.
- Pixies would play with anything that could entertain them. It must be fun loving or someone that can easily make fun of.
- Sprites are also very flighty, but more discerning on who they deal with. It must not be ugly looking or evil.
- Anything that is a regular playmate of sprites and pixies must be fun loving. Perhaps a wizard’s familiar?
- She knows where the bandit camp is and that they have many prisoners there. Perhaps they might find their quattlebar if they check there.
- The bandits have two gnomes and several faerie dragons as prisoners.

- They have a strange unnatural contraption in their camp. It is said that they have put the faerie dragons into this contraption.
- There is a wizard and a priest in the camp. There is also a redheaded female human in camp.
- If PCs ask, Deverona knows about the camp and can provide information about it. (She learned about it through talking to plants and animals of the forest.) Give them Players’ Handout #3.
- Alabaster, the leader of the sprite, dwells near the campsite, and should know about the faerie dragon the PCs seek.

PCs might want to kiss Deverona. She is willing to consider the request of any human or halfling PC having a Charisma of 16 or higher. Half-elves of moon, wood, or gold elf descent must have a Charisma of 15 or higher. Moon, gold, or wood elves of at least a Charisma of 14. The dryad is not willing to kiss gnomes, dwarves, drow, sea elves, or half-elves of drow or sea elven descent under any circumstance. Of course, the requesting PC must be male.

The PC is required to make a Charisma check; any PC who makes an etiquette roll receives +2 to their Charisma roll. Allow only one roll for each PC making the request. Any who fail have their request denied. She is willing to kiss those who succeed provided they remove the evil from the forest (destroy the bandits) and free any woodland creatures that the evil holds captive. (She has been waiting for heroes to come and rid her forest of evil, so dealing with the evil is enough for her.) This means that those who wish to be kissed must return to the grove after defeating the bandits; Deverona claims she will know if her conditions have been met.

Any PC of Charisma of 16 or more and rolling a one or two on their Charisma check especially impress Deverona. “Too bad you have to free my forest of evil or I would want to keep you with me for a year or so,” she tells the PC. “Will you be coming back alone for your kiss?” This should be enough to get the PC worried. Deverona is smart enough to fear the strength of the PCs and not use her *charm* ability on any PC, especially an elf or half-elf. If the PC wishes to stay with her (and the player wishes to retire the PC for a year or so), she allows him to stay. Even if more than one PC qualifies, Deverona takes only one PC, the one with the highest Charisma.

**Deverona the Dyad:** Int High; AL N; AC 9; MV 12; HD 2; hp 16; THAC0 16; #AT 1; Dmg 1d4(dagger); SA see below; SD see below; MR 50%; SZ M (5' tall); ML 12.

Special abilities: *charm*, target saves at -3; *speak with plants* at will; *speak with animals* at will (unique to Deverona); step through a nearby tree and then *dimension door* to the oak tree she is a part of.

## Encounter 8: The Bootleggers

*After following animal trails for almost two hours, you come upon a clearing. In the center of the clearing, there is a large, cube-like, glass and metal contraption of pipes and tubing with a large glass chamber at each corner connected to the apparatus by a series of tubes. Two gnomes in chains are tending to a section of the apparatus while a guard looks on. More bandits are guarding the contraption at various points in the clearing.*

*There are three large tents in a row a few feet away from the apparatus. More guards are by the tents. Three* (fill in humanoid type according to tier) *stand watch behind the tents.*

Give **Players' Handout 4** at this time. This is the bandits' main camp and base for their poison-making operation. Each of the glass chambers contains an invisible, semi-conscious faerie dragon that is being tapped for its euphoria gas breath, which is being used as a main ingredient in making a nerve-gas-like poison. Montrose, specialty priest of Talona and in charge of the operation, is inside left hand tent. Alexandra and Boris, the invoker who charmed her and second in command, are inside the main (center) tent. Consult the DM's map of the bandit camp.

### The battle

As long as the PCs do nothing to give away their presence or attract attention to themselves, they have the first strike advantage: they have initiative for spells and missile attacks. If any PC closes into melee, have the bandits roll surprise and then do initiative normally for the melee combats and any spells or missile attacks that effect that combat. The bandits and humanoids not immediately engaged or dead, join the battle in the second round of combat if they realize the camp is being attacked.

Many of the guards, due to the position of the tents and apparatus, cannot see some of the other guards; see the maps of the camp. It is possible for the PCs to sneak up on some of the guards and eliminate them silently

(maybe with the use of *silent, 15' radius* spells) without tipping off the other guards to their presence.

Be sure to account for any attacks that could hit the prisoners. The gnomes are especially exposed being chained to the apparatus. Alexandra could be killed before PCs realize that she is also a prisoner. If the apparatus is hit with a cold or fire-based spell, the damage could effect the captive faerie dragons depending on where the attack hits; electrical spells do not harm them. Quatlebar is in the right rear chamber.

Spellcasters are not seen during the first round. Boris spends the time casting his *shield* spell (listed as pre-cast). Montrose casts *protection from good, 10' radius* in tiers where he has that spell. In 4<sup>th</sup> tier, Doog casts *blood mantle* in the first round unless engaged in melee, and then Doog beserks and strides into battle as soon as possible.

During the combat, the DM should choose the most effective and destructive spells for Boris and Montrose to use that will harm the least number of bandits. They can choose not to cast if too many bandits would be hit. The spellcasters are professional bandits and are expected to choose their spells intelligently.

Initially, Alexandra remains in the tent and only fights if attacked. After two rounds, she wanders out looking dazed. After three rounds of watching the combat (5 rounds since the start of the battle), Alexandra has seen enough of Boris' actions to get another saving throw vs. spells, which she makes. She spends a round gaining composure, seeking cover if necessary, removing the death knife comb from her hair, and opening it. The next round she attacks Boris with the knife. In the midst of the combat, Boris does not know that she is no longer charmed and ignores her; her first attack of him is consequently in the rear for +2 to hit.

The DM might have to improvise ways to break Alexandra's charm, depending on the PCs' actions. If Boris is somehow taken out of the fight, by a *summon insect* spell for example, Alexandra tries to help him and is pushed aside violently by him. Something should happen before the PCs kill her, thinking that she is with the bandits. Remember that in the heat of battle he cares only about himself and does not want to bother with her.

If the faerie dragons are released during the battle, they behave essentially as described in "The captives" (below). All of dragons except for Quatlebar immediately fly off. Quatlebar flies around irrationally,

trying to find the hunters. His flying alerts most of the guards that he has escaped and some try to catch him again. After three rounds, Quattlebar lands high up in a tree near the edge of the camp where he sits watching the rest of the battle. He does not put himself at risk in any way.

### **Tier 1: If the PCs' levels total 4-13:**

**Bandits (6), human male F1:** Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 1; hp 10 each; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD: nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

**Orcs (3):** Int Average; AL LE; AC 6 (ring mail + shield); MV: 9; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M (6' tall); ML 12.

Possessions: ring mail armor, shield, and long sword

**Montrose, human male P(Sp)3 of Talona:** AL CE; AC 3 (banded mail + shield); MV 12; HD 3; hp 20; THAC0 20; #AT: 1; Dmg 1d6+1 (mace); SA spells, see below; SD see below; Str 12, Dex 12, Con 14, Int 15, Wis 17, Cha 7; MR nil; SZ M (5' 10" tall); ML 12.

Spells: *command, cure light wounds x 2, hold person.*

Specialty priest powers: immune to non-magical diseases, +4 to Constitution check vs. magical diseases, +4 save vs. poison, always gets a save vs. poisons, +4 to herbalism checks when brewing poison, identify pure poisons by smell.

Possessions: holy symbol of Talona, *powder of coagulation* 3 pinches, banded armor, shield, and mace.

**Boris, human male, W(IN) 3:** AL NE; AC 1/2/3/9 (*shield* spell + *ring of protection* +1); MV 12; HD 3; hp 16; THAC0 20; #AT 1; Dmg 1d6 (staff); SA spells; SD +1 to saves (*ring of protection* +1), pre-cast spells; Str 10, Dex 12, Con 16, Int 18, Wis 13, Cha 16; MR nil; SZ M (5' 8" tall); ML 13.

Spells in memory: *charm person, shield\**, *magic missile, Snilloc's snowball swarm, stinking cloud*

Possessions: *ring of protection* +1, robes, and staff.

### **Tier 2: If the PCs' levels total 14-25:**

**Bandits (6), human male, F2:** Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 2; hp 19

each; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

**Gnolls (3):** Int Low; AL CE; AC 5 (ring mail + shield); MV 9; HD 2; hp 14 each; THAC0 19; #AT 1; Dmg 1d8 (long swords) SA nil; SD none; MR nil; SZ: L (71/2' tall); ML 11.

Possessions: ring mail armor, shield, and long sword

**Montrose, human male, P(Sp)5 of Talona:** AL CE; AC 3 (banded mail + shield); MV 12; HD 5; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (mace); SA spells, see below; SD see below; Str 12, Dex 12, Con 14, Int 15, Wis 17, Cha 7; MR nil; SZ M (5' 10" tall); ML 12.

Spells: *command, cure light wounds x 3, aid, hold person, silence, 15' radius, prayer.*

Specialty priest powers: immune to non-magical diseases, +4 to Constitution check vs. magical diseases, +4 save vs. poison, always gets a save vs. poisons, +4 to herbalism checks when brewing poison, identify pure poisons by smell, identify poisons in drinks by a sip.

Possessions: holy symbol of Talona, *powder of coagulation* 3 pinches, banded armor, shield, and mace.

**Boris, human male W(IN)5:** AL NE; AC 1/2/3/9 (*shield* spell + *ring of protection* +1); MV 12; HD 5; hp 24; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD +1 to saves (*ring of protection* +1), pre-cast spells; Str 10, Dex 12, Con 16, Int 18, Wis 13, Cha 16; MR nil; SZ M (5' 8" tall); ML 13.

Spells in memory: *charm person, magic missile x 3, shield\**, *Snilloc's snowball swarm, stinking cloud, web, lightning bolt, Melf's minute meteors*

Possessions: *ring of protection* +1, robes, and staff.

### **Tier 3: If the PCs' levels total 26-37:**

**Bandits (6), human male, F3:** Int Average; AL: NE; AC 3 (banded mail + shield); MV 12; HD 3; hp 25 each; THAC0 17; #AT 3/2; Dmg 1d8+2 (long sword); SA specialized in long sword; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

**Flinds (3):** Int Average; AL LE; AC 5 (ring mail + shield); MV 12; HD 2+3; hp 16 each; THAC0 17; #AT 2; Dmg 1d4 (flindbar), save vs. wands or have weapon

entangled in flindbar and torn from grasp; SA nil; SD nil; MR nil; SZ M (61/2' tall); ML 12.

Possessions: ring mail armor, shield, and flindbar

**Montrose, human male, P(Sp)7 of Talona:** AL CE; AC 3 (banded mail + shield); MV 12; HD 7; hp 50; THAC0 16; #AT 1; Dmg 1d6+1 (mace); SA spells, see below; SD pre-cast spells, see below; Str 12, Dex 12, Con 14, Int 15, Wis 17, Cha 7; MR nil; SZ: M (5' 10" tall); ML 12.

Spells: *command, cure light wounds* x 3, *aid, hold person, silence, 15' radius, prayer, protection from fire\**, *protection from good, 10' radius*.

Specialty priest powers: immune to non-magical diseases, +4 to Constitution check vs. magical diseases, +4 save vs. poison, always gets a save vs. poisons, +4 to herbalism checks when brewing poison, identify pure poisons by smell, identify poisons in drinks by a sip, identify poisons in food by tiny bite, *poison touch* or *contagion* 1/day by touch.

Possessions: holy symbol of Talona, *powder of coagulation* 3 pinches, banded armor, shield, and mace

**Boris, human male, W(IN)7:** AL NE; AC 1/2/3/9 (*shield spell + ring of protection +1*); MV 12; HD 7; hp 32; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD +1 to saves (*ring of protection +1*), pre-cast spells; Str 10, Dex 12, Con 16, Int 18, Wis 13, Cha 16; MR nil; SZ M (5' 8" tall); ML: 13.

Spells in memory: *charm person, magic missile* x 3, *shield\**, *Snilloc's snowball swarm, stinking cloud, web* x 2, *lightning bolt* x 2, *Melf's minute meteors, ice storm, stonewall\**

Possessions: *ring of protection +1*, robes, and staff

#### **Tier 4: If the PCs' levels total 38+:**

**Bandits (6), human male, F5:** Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 5; hp 41 each; THAC0 14; #AT 3/2; Dmg 1d8+2 (long sword); SA specialized in long sword; SD nil; MR nil; SZ M (5'-6' tall); ML 12.

Possessions: banded armor, shield, long sword, long bow, and quiver with 12 arrows.

**Bugbears (3):** Int Average; AL CE; AC 5 (ring mail + shield); MV 9; HD 3; hp 20 each; THAC0 17; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ L (7' tall); ML 12.

Possessions: ring mail armor, shield, and long sword

**Doog, human male, P(Sp)7 of Garagos:** AL CE; AC 6 (ring mail + shield); MV 12; HD 7; hp 50; THAC0

16; #AT 3/2; Dmg 1d8 (long sword); SA spells, see below; SD pre-cast spells, see below; Str 13, Dex 12, Con 13, Int 11, Wis 16, Cha 9; MR nil; SZ M (5' 6" tall); ML 12.

Spells: *command, cure light wounds* x 3, *aid, hold person, silence, 15' radius, prayer, protection from fire\**, *free action*.

Specialty priest powers: *chaotic combat* 1/day, *blood mantle* 1/day, Can incite berserker rage in themselves 1/day (+2 to attacks, damage, and saving throws; +1 initiative; lasts 1 turn); immune to magical commands of less than divine or semi-divine power, immune to magical items that play upon emotions or loyalties

Possessions: holy symbol of Garagos, ring armor, shield, long sword.

**Montrose, human male, P(Sp)9 of Talona:** AL CE; AC 3 (banded mail + shield); MV 12; HD 9; hp 60; THAC0 16; #AT 1; Dmg 1d6+1 (mace); SA spells, see below; SD pre-cast spells, see below; Str 12, Dex 12, Con 14, Int 15, Wis 17, Cha 7; MR nil; SZ M (5' 10" tall); ML 12.

Spells: *cause fear, command, cure light wounds* x 3, *aid, hold person* x 2, *silence, 15' radius, dispel magic, prayer, protection from fire\**, *detect lie, protection from good, 10' radius, flame strike*

Specialty priest powers: immune to non-magical diseases, +4 to Constitution check vs. magical diseases, +4 save vs. poison, always gets a save vs. poisons, +4 to herbalism checks when brewing poison, identify pure poisons by smell, identify poisons in drinks by a sip, identify poisons in food by tiny bite, *poison touch* or *contagion* 1/day by touch.

Possessions: holy symbol of Talona, *powder of coagulation* 3 pinches, banded armor, shield, mace.

**Boris, human male, W(IN)9:** AL NE; AC 1/2/3/9 (*shield spell + ring of protection +1*); MV 12; HD 9; hp 43; THAC0 18; #AT 1; Dmg: 1d6 (staff); SA spells; SD +1 to saves (*ring of protection +1*), pre-cast spells; Str 10, Dex 12, Con 16, Int 18, Wis 13, Cha 16; MR nil; SZ M (5' 8" tall); ML 13.

Spells in memory: *charm person, magic missile* x 3, *shield\**, *Snilloc's snowball swarm, stinking cloud, web* x 2, *fireball, lightning bolt* x 2, *Melf's minute meteors, fire shield, ice storm, stonewall\**, *cone of cold* x 2.

Possessions: *ring of protection +1*, robes, and staff

#### **The camp after the battle**

Inside the main tent, the PCs find the site's record book, a locked chest, and a vial of euphoria gas distilled from the faerie dragon breath weapon gas.

Records indicate that the bandits were brewing a poisonous gas made from faerie dragon euphoria gas. Five vials of the poison have already been picked up, but records do not state who picked up the vials or where they were taken – a tie in for future tournaments.

The chest is locked and is trapped with a poison needle: damage is 4 hit points/level of PC opening the lock unless a save vs. poison is made. The chest contains 1000 gp and twelve diamonds worth 50 gp each.

The apparatus is easily broken being made mostly of glass. As long as PCs have freed the gnomes first and they attempt to break it after the battle, no one is damaged; otherwise, anyone within 5 feet takes 2d4 damage unless they save vs. rods.

A great deal of euphoria gas is released into the air when either the chambers are opened or the apparatus is broken. Anyone within 10 feet must save vs. breath weapon or wander aimlessly for 3d4 rounds during which he cannot attack and AC is at -2. If victims make an INT check, they can keep in mind the situation at hand; otherwise, they completely lose interest in matters at hand for the duration of the effect. The gas dissipates in two rounds.

#### The captives

The four glass chambers at each corner of the apparatus can either be broken (without harming the occupant) or lifted up. Tipping over or lifting a chamber requires a Strength check. A *levitate* or *unseen servant* spell could be used to lift or tip over a chamber; each one weighs about 50 lbs.

Once they have been removed, read the following:

*After you remove the glass chambers, faerie dragons become visible and begin to cough and sputter. They seem to recover in a matter of a few seconds and begin to fly around. Three of the faerie dragons (a yellow one, a yellow-green one, and a blue one) dart around for only a few moments before disappearing into the surrounding woods. A single orange-yellow one remains in the clearing, flying around erratically.*

The last faerie dragon is Quatlebar. He stays in the clearing for two rounds before he flies off to the campsite to try to find the hunters.

The PCs must find a way to convince Quatlebar to return to Ravens Bluff with them. Remember that Quatlebar does not know the PCs and assumes they are bandits trying to recapture it. The PCs either must follow him back to the campsite or try to lure it back and convince it that they were sent to bring him home. Once he reaches the campsite, he looks for the hunters and not finding them sits on a rock and cries; the pixies do not interfere as the PCs are close behind.

Allow the PCs to be creative in getting Quatlebar's attention. If they know he likes carrots and hot blueberry (NOT apple) pie and have some with them, they can attract him back. They can call out that Samara, Lord Reginald Cormaeril, Charles Overstead, or even just the Ambassador sent them if they can recall any of these names – any of these cause Quatlebar to stop and cautiously talk to the PCs. Once the PCs get him to stop and talk, they should easily be able to convince him to return with them. In everything else fails, a large net or a *hold monster* spell might work.

After being rescued by the PCs, Alexandra is very grateful and rewards the PCs her *protection vs. plants* scroll if they return it to her. She wishes to return to her cottage to rebuild. If PCs accompany her to the cottage (encourage them to do so) and have not found her scroll, she reaches into a crevasse upon arrival and pulls out the scroll. She gives it to them as a reward for rescuing her.

Alexandra tells the PCs that five vials have already been picked up. She has no idea who picked up the vials or where they were taken. Alexandra does not know what the contents of the vials were.

The rescued gnomes, Bittle and Baggle, are also very grateful for being rescued. They reward the PCs a set of tools for freeing them. Bittle and Baggle are anxious to get back home in High Haspur, but are willing to accompany the PCs back to Ravens Bluff, which is on their way home.

**Quatlebar, Juvenile Faerie Dragon, Samara Cormaeril's Pet:** Int Genius; AL CG; AC 5 (1 when invisible); MV 6, Fl.24; HD 4; hp 8; THAC0 17; #AT 1; Dmg 1-2; SA Breath weapon; SD Invisibility; MR 32%; SZ T (1 ft. long); ML 11.

Special abilities: become invisible at will, breath weapon (used up for today)

Spells: none memorized after being rescued – W4/P6 normally.

Quatlebar is normally a happy-go-lucky, friendly dragon who loves Samara and her family. He thinks that the ambassador's name is Daddy and calls him that; Quatlebar knows that others call him Ambassador or Lord Reginald Cormaeril. He loves playing jokes on everyone in the embassy but is afraid of Charles Overstead who makes him behave and the war wizards. He is likely to mistake any male PC wizard for a war wizard and be frightened of him. Quatlebar has never met an adventurer before but has heard from Samara that they are very brave. He likes carrots and hot blueberry (NOT apple) pie.

**Alexandra, half-elf, W(fire elemental)7:** AL N; AC 6 (Dexterity); MV 6; HD 7; hp 32; THAC0 18; #AT 1; Dmg 1d4 (death knife hair comb); SA nil; SD nil; Str 8, Dex 18, Con 16, Int 18, Wis 10, Cha 13; MR nil; SZ S (4' 10" tall); ML 12.

Spells: no spells memorized.

Possessions: blue dress, riding boots, death knife hair comb.

After bringing the charmed Alexandra to the bandits' camp, Boris put her to work looking things up in her tomes on plants and herbs. He told her that they were both prisoners of the Talona priest and the only chance they had was to work and bide their time. She turned in all of her weapons except for her death knife hair comb, which Boris did not recognize as a weapon.

Alexandra is normally headstrong with a quick temper and a sharp tongue.

**Bittle and Baggle, gm, F1:** Int Ave.; AL NG; AC 4 (leather armor + dexterity); MV 6; HD 1; hp 10; THAC0 20; #AT 1; Dmg 1d4 (club); SA nil; SD nil; MR nil; SZ S (3' tall); ML 10.

Possessions: leather armor, gnomish tool kit

Bittle and Baggle are talkative, inquisitive gnomes. They want to know everything about the PCs in great detail. Most find them tiresome after a short period of time. Bittle and Baggle are brothers.

They were captured two weeks ago while returning home to High Haspur from visiting cousins in Sendrin. The bandits put them into chains and they were forced to work making his still.

## Conclusion

Once Quatlebar is rescued, he insists on being taken back to the Cormyrean Embassy in Ravens Bluff as soon as possible. The trip back is uneventful, and the PCs should arrive back shortly after the Ambassador returns.

If the Ambassador has returned, the PCs are shown in to see him; otherwise, they are conducted to the chief butler. The Ambassador's daughter is overjoyed at Quatlebar's return (the Ambassador and his staff slightly less so). The PCs are rewarded 1000 gp each by the Ambassador and are invited to the Embassy's Annual Spring Soiree as the Ambassador's special guests.

At the Soiree, the PCs have a great time and their heroics are much talked about. They receive a fame point in Upper Class for attending.

## The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38+	Tier 4

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Returning Quatlebar to the Cormyrean Embassy	200 xp
Rescuing the gnomes	100 xp
Rescuing Alexandra	100 xp

Successfully questioning the Dryad	50 xp
Defeating the bandits in their camp	100 xp
Destroying Montrose's (the priest of Talona's) apparatus	50 xp
Delivering a yellow lady's slipper to Phileas Hobblebush	50 xp
Discovering the pending bandit attack before leaving the Sunflower Inn	50 xp
Defeating the ambushing bandits	50 xp
Learning that Quatlebar is a name before leaving Ravens Bluff	50 xp
Investigating Alexandra's house and learning that she might not be dead.	50 xp
Reporting the existence of the still to Ravens Bluff	50 xp
Total Experience for Objectives:	900 xp
Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>1,400 xp</b>
For Tier 2:	2,800 xp
For Tier 3:	4,200 xp
For Tier 4:	5,600 xp

- 1000 gp from chest in main bandit tent
- 400-800gp from Assist. Sec. Shmedley Ratspurr and Ravens Bluff
- 1000gp from the Cormyrean Ambassador

*Curse of the Brown Thumb* – Anyone stealing a yellow lady slipper from the shrine in Dark Hollow receives this curse. Victim suffers from the inability to grow plants of any type. All agriculture and herbalism rolls suffer a –6 penalty. Woodland creatures & druids and priests of any woodland or agricultural deity treat the victim with suspicion. Druids and priests of Chauntea recognize the curse for what it is and avoid the victim. Priests of Chauntea, Silvanus, and Mielikki cannot receive spells over 2<sup>nd</sup> level while the curse is in effect and suffer a 50% exp. Pt. Penalty (though the lost XP has to be tracked towards retirement). The curse can only be lifted by an *atonement* spell cast at a temple of Chauntea, Silvanus, or Mielikki followed by a *remove curse* spell.

#### Fame Point Award

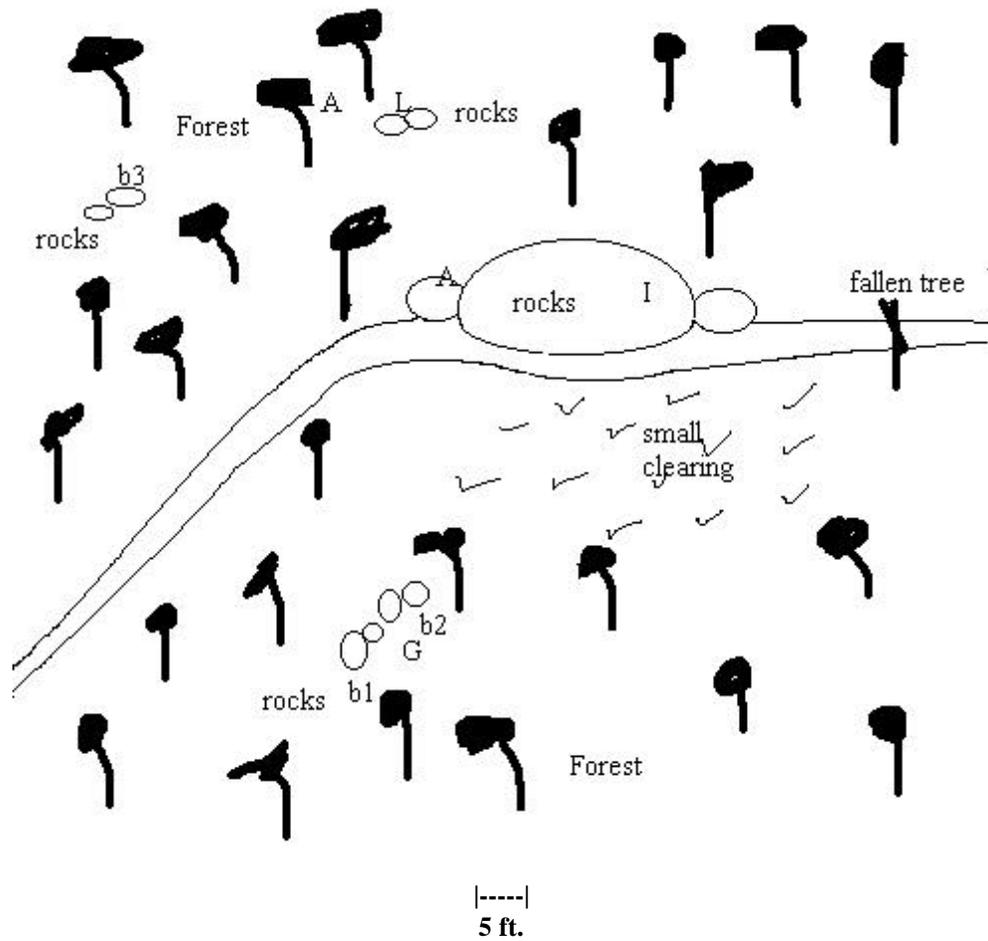
PCs who successfully return Quatlebar and attend the Cormyrean Embassy's Annual Spring Soiree as the Ambassador's special guests receive One Fame Point in Upper Class.

## Treasure Summary

If it's not on the list, the PCs cannot keep it.

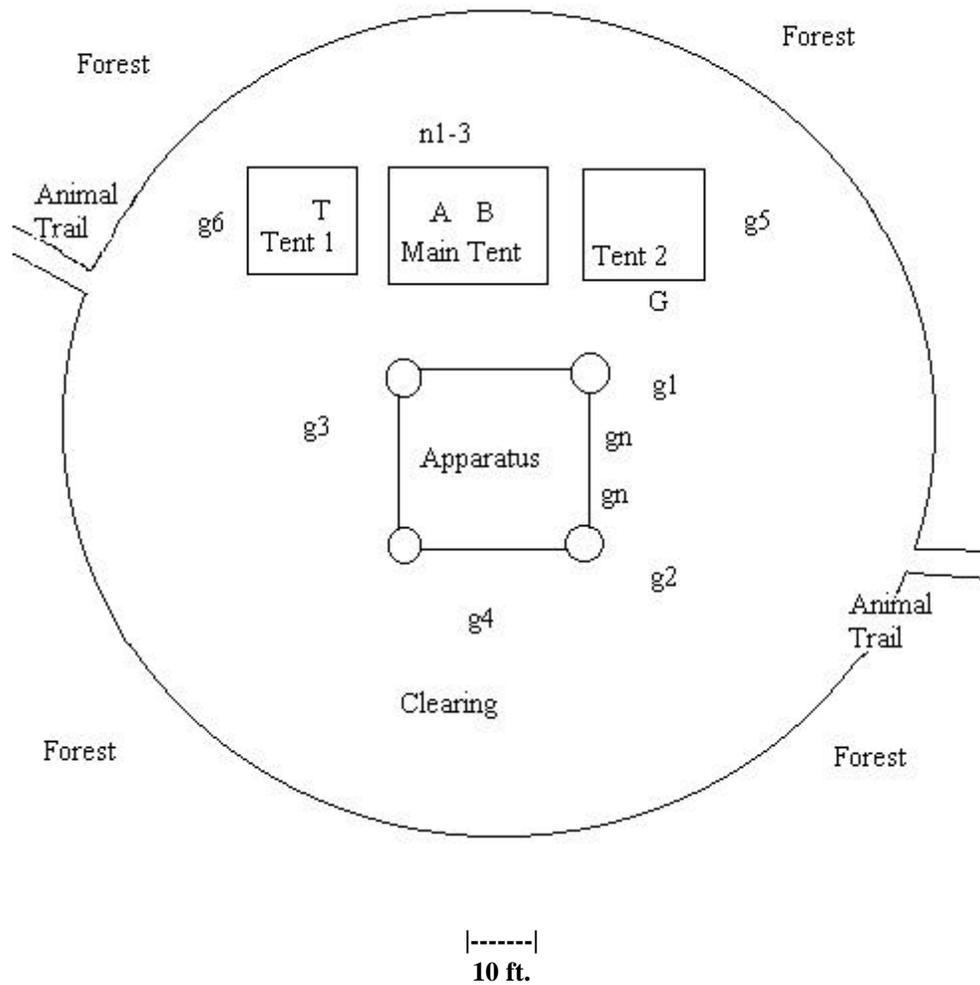
- *Long sword +2* – from Rilz, the bandit leader
- *Powder of coagulation* (3 pinches) – from Montrose, priest of Talona
- *Ring of protection +1* – from Boris, the evil invoker
- *Vial of euphoria gas* – Generates a five-foot diameter cloud of invisible gas. All inside the cloud must save vs. poison or wander aimlessly for 3d4 rounds during which he cannot attack and AC is at –2. If victims make an INT check, they can keep in mind the situation at hand; otherwise, they completely lose interest in matters at hand for the duration of the effect. Cloud dissipates in one round.
- *Gnomish tool kit* – gives +5% to open locks & remove traps, +1 to locksmith skill. It only grants these bonuses if the user has the proficiencies. – a gift from the gnomes for being rescued
- *Protection vs. plants* scroll – from the chest found at Alexandra's cottage, a gift from Alexandra for rescuing her.
- Twelve diamonds worth 50 gp each from chest in main bandit tent
- 200 gp from Rilz, the bandit leader

**DM's Map of the Bandit Attack (Encounter 4)**



- A – bandit (archer)
- G – Garagos priest (3<sup>rd</sup> and 4<sup>th</sup> tiers)
- I – Invoker (3<sup>rd</sup> and 4<sup>th</sup> tiers)
- L – bandit leader
- b1-3 – bandits 1-3

**DM's Map of the Bandit Main Camp (Encounter 8)**



- A – Alexandra (prisoner)
  - B – Boris the Invoker
  - G – Garagos priest (Tier 4 only)
  - T – Talona priest
  - g1-6 – human bandits
  - gn – gnome (prisoner)
  - n1-3 – non-human guards
- Faerie dragon prisoners are inside the circular domes in the four corners of the apparatus.

**Players' Handout 1**

Your services are required immediately. Please report to my office post-haste. Forgive me for contacting you at such a late hour.

*(Signed)*  
*Schmedley Ratspurr*  
*Assistant Secretary to Lord Chancellor Arvin Kothonos*

## Players' Handout 2

# Sunflower Inn Menu

### Roasts

Roast Rabbit	5 sp
Roast Boar	8 sp
Roast Turkey	5 sp
Roast Venison	6 sp

### Soups

Rabbit Soup	3 cp
Boar Soup	5 cp
Turkey Soup	4 cp
Venison Soup	4 cp
Mushroom Soup	4 cp
Potato Soup	3 cp
Vegetable Soup	2 cp

### Stews

Rabbit Stew	4 sp
Boar Stew	6 sp
Turkey Stew	5 sp
Venison Stew	5 sp
Potato Stew	4 sp
Vegetable Stew	3 sp

### Vegetables

Carrots	6 cp
Potatoes	3 cp
Squash	4 cp

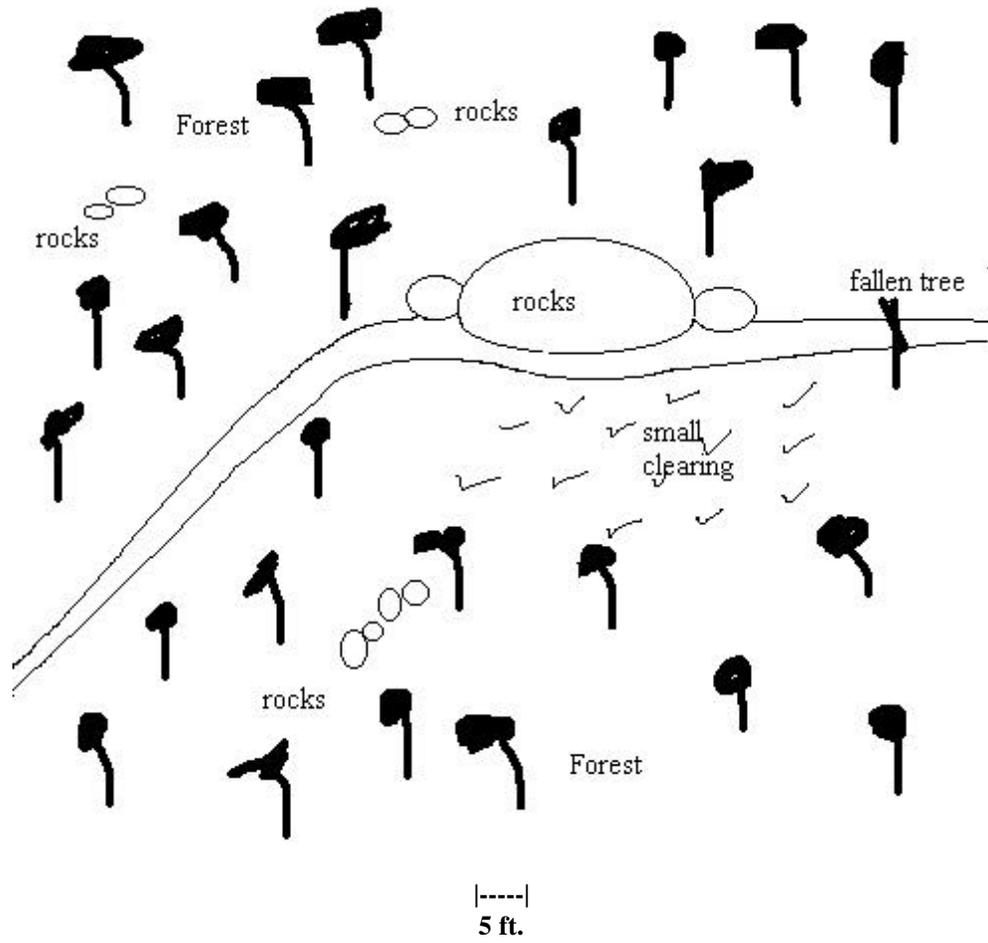
### Drinks

Beer	1 cp per tankard / 5 cp per pitcher
Mead	3 cp per tankard / 2 sp per pitcher
Ale	3 cp per tankard / 2 sp per pitcher
Tea	5 cp per pot

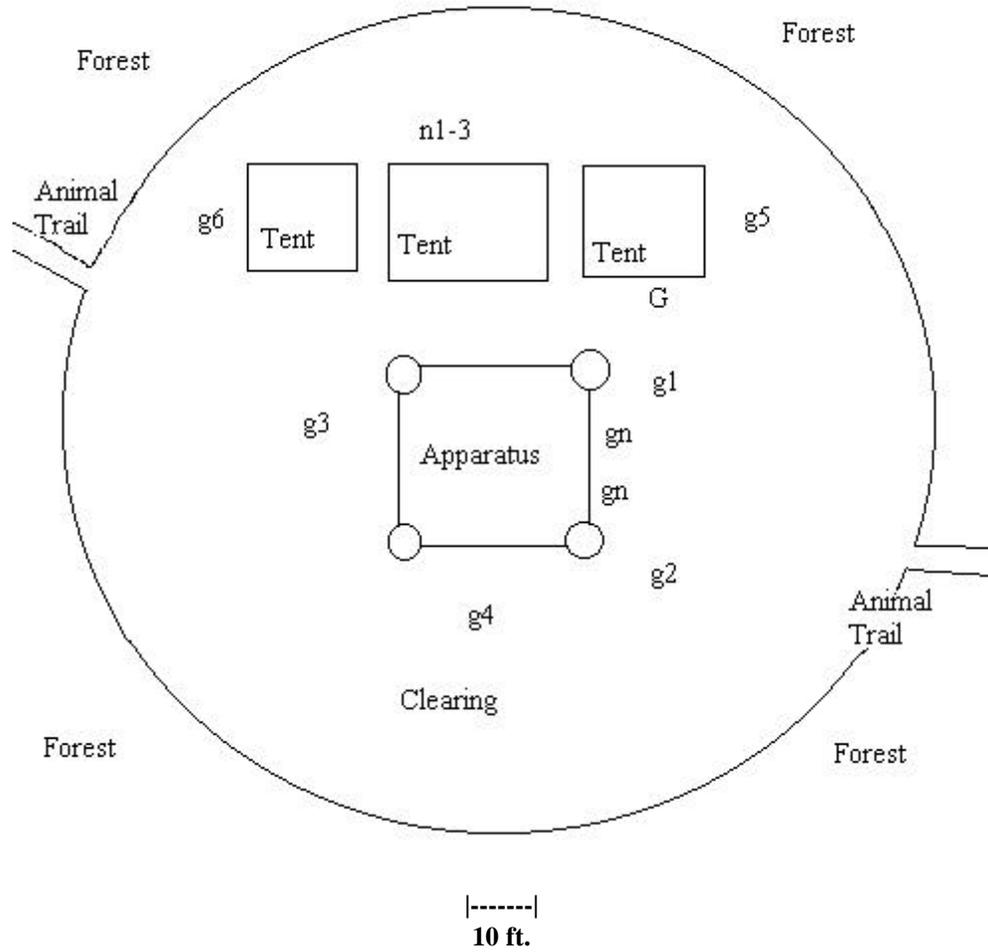
### Misc.

Bread:	5 cp extra per loaf
Room	5 sp a night or 3 gp a week; does not include meals
Stabling and grain of horses	5 sp a day.

**Players' Handout 3: Map of Bandit Attack**



**Players' Handout 4: Map of Bandit Camp**



- G – Garagos priest (Tier 4 only)
- g1-6 – human bandits
- gn – gnome
- n1-3 – non-human guards