The Spy In Our Midst

A Dungeons & Dragons® Adventure for Level 1 Characters

By Neil Ellis

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A Dungeons & Dragons®
heroic tier adventure
for level 1 characters

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt
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Background
Adventure Synopsis

The Spy In Our Midst picks up one month after the events of The Magistrate's Daughter. Since that time, the planned wedding of Evelyn and Alex has been postponed. Baron Kaliek has proclaimed Alex's innocence and is pressuring the Magistrate to eradicate the bandits that have taken refuge in the Great Forest. Knowing that the Baron is lying, Magistrate D'blasin has decided to strike a deal with the bandits, but must be discrete. If anyone connected to the Baron learned of the Magistrate's intentions, he'd be in a compromising position. He calls upon the PCs to find the bandit camp and present the offer.

The bandit leader, Argan, is intrigued by the Magistrate's offer; however, he needs to know that it isn't a trap. Argan believes that some of Baron Kaliek's men have been slowly infiltrating the camp, disguised as refugees. He feels they are receiving assistance from someone inside the village. He requests that the PCs ferret out the spy and eliminate any of the Baron's men who have entered the camp.

The adventure is broken down into the following encounters.

1. The Overture
   - Magistrate D'blasin requests an audience with the PCs, explaining his position to them and asking for their assistance in securing an alliance with the bandits.
2. Caravan Attack
   - While travelling towards the bandit camp, the PCs come across a caravan on the King's Road that is being attacked by Baron Kaliek's men.
3. Riksdel – The Bandit Camp
   - Argan, the bandit leader, welcomes the PCs and requests that they perform a task to prove their good intentions. He believes that one of the original refugees to flee from Baron Kaliek has betrayed the others and is assisting the Baron's men in infiltrating Riksdel. Argan has five suspects.
   - Argan asks that the PCs visit each suspect and investigate. When they are sure of the culprit they are to apprehend them. Each of the five suspects could be equally guilty and the DM may determine the true identity of the traitor.
4. The Widow
   - Mara is a widow whose son is in the stocks at the Baron's capital of Krundak.
5. The Scout
   - Darandir Keeves a hunter of great renown who knows the woods better than any other.
6. The Schemers
   - The Brothers Malkan are rumored to be a pair of schemers and tricksters.
7. The Old Man
   - Fogul, an old man who misses better days of prosperity while living in Krundak.
8. The Cocky Upstart
   - Stanton, Argan's lieutenant has been acting odd lately.
9. The Takedown
   - The events will unfold when the PCs identify the traitor.
   - The PCs go to apprehend the suspect. Upon accusing the suspect, the PCs are attacked by Baron Kaliek's men who have infiltrated the camp. The Baron's men have noticed the PCs activities and have decided to strike now before they are exposed.
10. Alliance Secured
    - With Baron Kaliek's men eliminated Argan agrees to work with Magistrate D'blasin.

Preparing For Adventure

About This Adventure

The Spy In Our Midst is the second in a series of adventures released by dungeonsmaster.com. The adventure has the PCs continuing to work for a local Magistrate to bring peace and stability to the region. As the DM you will want to read through the adventure before play to familiarize yourself with its contents. The module is dynamic in that the DM selects who the spy is, which increases the replay value of the module.

What You Require To Play

The adventure includes all the encounters and challenges the PCs will face. Also included are the maps you will need to run all the tactical encounters. You will also require the Dungeons & Dragons 4e rule books. These include the Player's Handbook, Dungeon Masters Guide, and Monster Manual. This module also uses Ruins of the Wild: Dungeon Tiles 4. As mentioned above ensure that you have read through the module and are familiar with all of its elements.

Handling Skill Challenges

Skill challenges are an opportunity for creativity and role-playing. The challenges in this module do not have set DCs. Rather they are ranked as easy, moderate and hard. Consult the DMG and appropriate updates for the suitable target DC. DMs can modify the DC up or down as they see fit.

This allows you to customize the skill challenges to your group. Everyone has a different approach on how skill challenges should be run and some groups will enjoy them more than others.

Remember to reward player creativity during skill challenges. If a PC attempts to use a skill that isn't listed in the skill challenge, determine an appropriate DC and let the PC attempt the roll. Remember, saying "yes" makes the game more fun for everyone.

Running the Tactical Encounters

The tactical encounters all have common elements which are explained below.

Encounter Level

All of the tactical encounters assume that the party is composed of five PCs. When the encounter is completed each PC earns the XP listed in the Rewards Summary section at the end of the module. See the DMG for more information on XP and rewards.

Setup

This area of the tactical encounter provides a basic description of the encounter, and places the encounter within the context of the adventure as a whole. It will also list the monsters or NPCs that the party will face. Each monster is referenced with a letter to allow you to identify it on the tactical map. Finally, the setup section provides a brief explanation of what the NPCs are doing as the encounter begins.

Read-Aloud Text

The read-aloud text is designed to set the mood of the encounter. It will also provide clues to the PCs about the environment and what they are aware of at the outset of the encounter. You may read the text or paraphrase it as you see fit. Depending on how the PCs handled earlier encounters it may be necessary for you to alter the text to fit the particular situation of your group.

Tactics

The tactics section details the actions that the monsters and NPCs will take during combat. This can include the use of special powers or focusing on particular PCs. It will also indicate how the monster will use the aspects of the tactical map to their advantage.

Maps

Each tactical encounter will include the relevant maps required to run the encounter.

Features of the Area

This is where information about any special features of the map can be found. If aspects of the map are interactive, the particulars will be listed in this section. Information about lighting, difficult terrain, cover and concealment are also listed here.

Starting the Adventure

The adventure begins with the PCs enjoying their time in Caindel. Since rescuing Evelyn they have been treated like royalty. A month has passed since the rescue and, being restless souls, the PCs are starting to look for work. Fortunately, the Magistrate requires their services once again.

During the various challenges of this module the PCs will be asked to investigate and determine the identity of the spy. The DM is free to determine the true identity of the traitor. More information will be provided in the applicable challenge.

Encounter 1
The Overture

Setup

Magistrate D'blasin has requested an audience with the PCs. The Magistrate has a job for the PCs and some information he would like to share with them.

Read or paraphrase the following.

> *The audience chamber is vacant except for Magistrate D'blasin and his Chief Steward, Lorax. Only the fire in the hearth lights the room. The many banners and tapestries celebrating the Elder Gods are shrouded in shadow. The Magistrate beckons you closer. Offering you a drink he says,*
>
> *"Thank you for coming on such short notice. Baron Kaliek is pressing me to attack and destroy the bandits in the Great Forest. He maintains that his son Alex is innocent of the crimes we all know he is guilty of and insists that the bandits are to blame. While I have my doubts as to the bandit's intentions I know they are innocent of the Baron's charges. In an effort to appease him and buy myself time to plan I've informed the Baron that I will be sending forward scouts to determine the strength of the bandits.*
>
> *"This is where you come in. I'd like you to be my scouts. However, rather than determine the strength of the bandits, I'd like you to request an alliance with them. Their leader is a man named Argan. Seek him out when you reach their encampment.*
>
> *"Take these pendants, they will identify you as individuals who are working in my employ. Only a few others have them and the significance of them is known only by those who possess them."*

- The Magistrate will give each of the PCs a silver pendant called the Sigil of the Crescent.
- The Magistrate provides rough directions on where he believes the bandit camp is located.
- The PCs are offered 20gp for the mission and will receive and additional 10gp if they are successful at securing an alliance.

Ending the Encounter

Magistrate D'blasin has no additional information for the PCs. They may take some time to purchase some provisions and should make their way towards the bandit camp.

Encounter 2
Caravan Attack

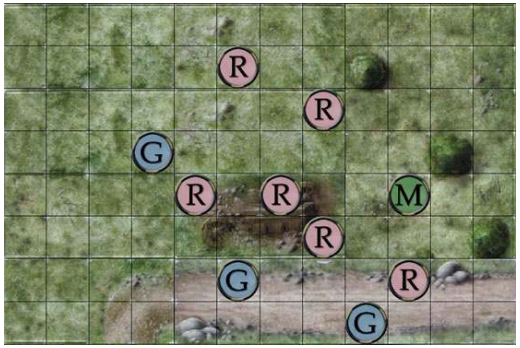
Setup

The PCs happen upon some of the Baron's men attacking a caravan that is heading to Caindel. Naturally, the PCs come to the rescue. The combat features the following NPCs:

- 6 Human Rabble (R)
- 3 Human Guards (G)
- 1 Human Mage (M)

Read or paraphrase the following.

> *So far, the journey has been a peaceful one. The day is pleasant and the sun sits high in the sky. You almost find it difficult to believe that trouble is stirring in the land. As you round a bend on the King's Road a scream splits the sky. Ahead, you see a wagon that has been upturned. Several men, dressed in the Baron's livery, are attacking the innocents. They notice you and turn their attention upon you. "Back off scum, this is the Baron's business!"*



Tactics

The Human Guards will move into melee range. They will use Powerful Strike whenever they are able. They will always attempt to be within 2 squares of one another and will use reach to their best advantage. The Guards will attempt to attack any PC who threatens the Human Mage.

The Human Rabble will move in after the Guards. They will swarm the PCs attempting to flank whenever possible. They will always remain with 5 squares of two other Rabble to take advantage of Mob Rule.

The Human Mage will attempt to neutralize the PCs healer. The Mage will always attack from range seeking to avoid melee combat.

All of the NPCs will fight to the death. Should the party use non-lethal damage during the encounter the NPCs will have nothing useful to say when they awaken.

Features of the Area

Illumination: It is early afternoon and the area is brightly lit.

Trees: Moving through a space with large trees counts as difficult terrain. These squares also provide partial cover.

Wagon: Climbing or jumping onto the wagon requires a DC 10 Athletics check. The wagon is unstable and requires a DC 15 Acrobatics check to keep from falling off as it sways.

Ending the Encounter

Once the Baron's men have been dispatched the PCs will have the thanks of the members of the caravan. They were on their way to Caindel to trade in the market. The PCs may help repair the wagon if they wish. The NPCs have no information to offer, other than they are puzzled as to why the Baron would have his men openly attack innocent people.

The PCs find 15gp on the bodies of the fallen.

Encounter 3
Riksdel – The Bandit Camp

Setup

The purpose of this encounter is for the PCs to become acquainted with Riksdel and its leader, Argan. The PCs will need to present the Magistrate's offer of an alliance. Argan will consider the offer but has a request of the PCs before he will agree. Read or paraphrase the following.

The journey toward the bandit camp has been long and arduous. After several hours of hiking through the Great Forest you enter into a clearing. Within the growth of the forest are several buildings, the frames of which are camouflaged perfectly with their surrounds. You can faintly make out more structures in the forest beyond. Looking upward, you see a network of rope bridges strung suspended from the trees.

A man steps out from the shadows of the trees. He is tall with a blond beard. A large bow is strapped to his back and twin swords hang from his belt. "You've travelled a long way, friends. I am Argan and I think you owe me an explanation as to why you've entered my village."

When the PCs reveal that they represent Magistrate D'blasin, Argan will express his interest in the alliance. In order to prove the sincerity of the offer Argan will request a favour. Argan believes one of the villagers has allowed Baron Kaliek's men to covertly infiltrate the camp. He requests that the PCs investigate each of the suspects and then return to Argan when they believe they know who the spy is. He will then confront the spy with the PCs.

Read or paraphrase the following.

> *"If D'blasin wants my aid, I need to know his motives are true. As you represent him, I require your assistance. I believe the Baron has found a way to infiltrate Riksdel and that one of the members of the community is assisting him. I've narrowed down my list of suspects to five, and I ask that you investigate them. They are Mara, an old widow whose son is in the Baron's jail. Darandir Keeves, a scout who knows these lands better than any other alive. The Brothers Malkan, miscreants the both of them. I suffer their presence only because they excel at smuggling vital goods out of the Baron's capital. An old man by the name of Fogul who aids new refugees in travelling to Riksdel. Finally, my lieutenant, Stanton. I fear he may have a lust for power. Question each of them and return to me when you are sure of the traitor."*

The Suspects

As DM you are free to select the actual traitor. Darandir Keeves is actually a loyal agent of Magistrate D'blasin and is not the traitor. The possible motives for each are outlined below.

The Widow - Mara
A widow with a son everyone believes is currently locked up in the Baron's stockades. Unbeknownst to the other residents of Riksdel, Mara's son returned to the camp. He was severely beaten and while being interrogated he revealed the location of the camp. Upon his release he was followed to the camp. The Baron's men have been arriving in small numbers ever since.

The Scout – Darandir Keeves
A scout of great renown. Darandir is in the employ of Magistrate D'blasin and is not the traitor.

The Schemers – Brothers Malkan
Always looking for a way to turn a profit, the Brothers could have easily sold out the people of Riksdel. They have a large supply network of smugglers and thieves and could easily arrange for the Baron's men to arrive in the camp unnoticed.

The Old Man – Fogul
Fogul has seen better days and wishes they would return. Fogul assists refugees travelling to Riksdel and maintains a list of expected new arrivals. The problem is that Fogul's memory has recently become a bit addled and the list may have been compromised. It's very possible the Baron's spies learned of this list and have had soldiers loyal to the Baron added to it, making them look like legitimate refugees.

The Cocky Upstart – Stanton
Power corrupts and the prospect for further power corrupts even greater. If Stanton is the traitor, he has made a deal to sell out the refugees in Riksdel for the promise of a command within the Baron's guards. If he is not the traitor, he is a young man in love who has arranged through Fogul to have his beloved brought to Riksdel.

Ending the Encounter

Once Argan has explained who the suspects are, the PCs are free to investigate them in whatever order they see fit.

Encounter 4
The Widow

Setup

Mara Thalni is a Half-elven widow. Her husband died years ago during a skirmish against some raiding Hobgoblins. Mara's son, Thalun, was recently in Baron Kaliek's stockade. He has returned to Riksdel and has not spoken of the circumstances which lead to his release. Read or paraphrase the following.

Mara sits outside of her modest home, her hands busy with knitting. Glancing up she smiles a tired smile at your approach. "You must be the newcomers that I've heard about. What brings you to see old Mara? Surely you have more important business than speaking with an old widow." As the party chats with Mara they hear a cough, followed by a grunt of pain from inside the hut.

"Mother… help…"

Mara jumps from her seat as a thud is heard from inside the hut. "Thalun, no! Help me please!"

Thalun lies on the floor, he appears skeletally thin. Blood gushes from his leg, which broke when he fell. Upon close inspection you realize that young Thalun was recently beaten severely.

The PCs will need to help Mara and Thalun if they wish to learn anything.

Complexity
3 (8 successes before 3 failures)

Primary Skills
Athletics, Diplomacy, Heal, Insight, Perception

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Secondary Skills
Athletics, Diplomacy, Heal, Insight, Perception

Part 1 - Addressing the Wound

Thalun's injuries are very severe. His leg is broken and his body is covered in bruises, welts and burns. The party will need to:

- tend the wounds
- stop the bleeding
- apply a splint on Thalun's leg.

Heal, Insight and Perception are used during this portion of the challenge.

Heal (hard DC, maximum 3 successes)
Heal is used to straighten the leg, apply the appropriate dressings on the wounds, and knowing what ointments are required for the burns.

Note: Although Heal can be used to earn 3 successes, each success must come from a different PC.

Insight (moderate DC, assist)
Insight is used to determine if the treatment is causing any additional pain. A successful Insight check will provide a +2 bonus to the next check.

Perception (moderate DC, maximum 2 successes)
Perception is required to determine if the dressings have been applied correctly.

The PCs must obtain 4 successes in Part 1 of the skill challenge. If the PCs suggest building a splint without prompting from the DM, they can earn an additional success from this section.

Part 2 - Building the Splint

Thalun's leg is in bad shape and will require a splint to keep it straight. The PCs need to find material to build a splint.

Athletics, Heal and Perception are used during this portion of the challenge.

Athletics (easy DC)
Athletics is required to physically build the splint.

Heal (easy DC)
Heal is required to know how to build the splint.

Perception (moderate DC)
Perception is required to find the appropriate materials.

The PCs can obtain 3 successes from Part 2 of the skill challenge.

Part 3 – Calming the Mind

Thalun is panicked and going into shock. The PCs will need to calm him down or he will have additional complications.

Diplomacy, Heal and Insight are used during this portion of the challenge.

Diplomacy (hard DC, maximum 2 successes)
Diplomacy is used to calm Thalun with words.

Heal (hard DC)
Heal may be used as it applies to conditions of the mind.

Insight (moderate DC)
Insight allows the PCs to realize Thalun is in shock.

The PCs can obtain 3 successes from Part 3 of the skill challenge.

Ending the Encounter

A few hours after saving Thalun he will awaken. He is semi-delirious and while thanking the party he rambles.

Read or paraphrase the following.

> *"Thank you for saving me, I thought I was gone to Ollruud. Is mother near? It was awful the pain, the torture. They asked me questions about this place, asked me things I didn't know how to answer. Eventually they just tortured me for the sake of causing me pain. All is right now, my fate is sealed. I made my bargain long ago, nothing can change things now. You'll take care of mother, won't you? You understand I had no choice in the matter. The pain… the pain is great. Do you have some tabac? Perhaps it would ease the pain? Thank you for your mercy great liege, truly I am not worthy."*

If Thalun is the traitor and the PCs succeeded in the skill challenge a DC 15 Insight check allows the PCs to realize that he feels guilty about something.

Encounter 5
The Scout

Setup

Darandir Keeves is a scout of great renown. He is truly a man of nature. He has hunted in the forest for more years than anyone can count and no one knows these woods better. Argan fears that Darandir is using this knowledge to assist the Baron.

Read or paraphrase the following when the PCs approach Darandir.

> *You approach a small hut on the outskirts of the encampment. You presume this is the dwelling of Darandir Keeves. As you approach you see Darandir checking his gear. He is a tall man, as he turns to greet you his bearded face and pointed ears reveal his heritage as Half-elven.*
>
> *"Good day to you, friends. I had heard there were newcomers about. Argan told me you might come to see me. If you have questions for me you'll have to ask as we walk. Food supplies are low and need replenishing. Perhaps with your assistance we can bring down some boars and feast tonight. What say you?"*

If the party wants to learn anything form Darandir they will need to accompany him on his hunt.

Read or paraphrase the following.

> *You have been travelling with Darandir for several hours, looking for wild boar to bring back to the encampment. The hunter stops at the edge of a clearing, his head cocked. An ominous sound in the distance momentarily distracts Darandir and while his attention is diverted a giant boar charges from the bushes, knocking him down. Darandir's head glances off a tree trunk, knocking him unconscious. The boar, recognizing that danger is still present, turns on the party. From behind its mate also charges in.*

This combat features the following monsters:

- 3 Dire Boars (B)

Place the boar on the map as indicated.

Tactics

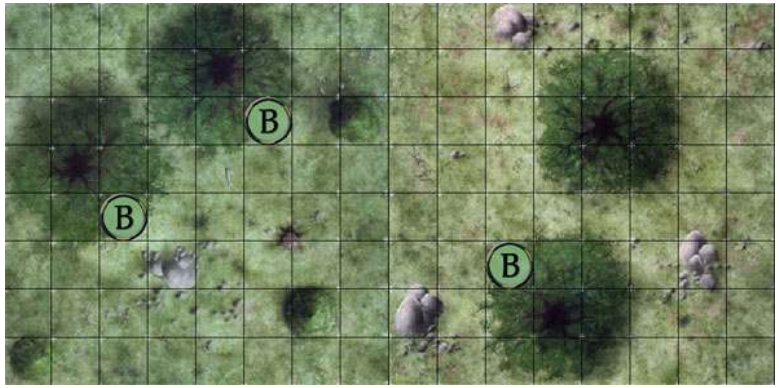
The Dire Boars attack as described in the Monster Manual. They will attack the PC that inflicted the most damage the previous round. They will fight until slain.

Features of the Area

Illumination: The area is well lit with daylight filtering in through the canopy of the trees.

Thick Brush: Any squares with large trees count as difficult terrain.

Trees: Climbing a tree requires a DC 15 Athletics check. Balancing on a tree limb requires a DC 10 Acrobatics check.



Ending the Encounter

Once the boars are defeated the PCs will have a few minutes before Darandir awakens. They may use this opportunity to search him if they desire. Should they search him, they will find the following:

- Long bow
- Quiver with 30 arrows
- Dagger
- Short sword
- Sigil of Crescent

When Darandir awakens the PCs may question him. He has the following information to offer.

- He is grateful to the PCs for saving him from the boar.
- He is a member of the Order of the Crescent and has been in Riksdel at the request of Magistrate D'blasin to determine if the bandits are a threat. He is due to send his next report in two days.
- He has noticed many newcomers over the past week and is concerned about their origins. He suspects there may be a spy in the bandit camp, but he hasn't been able to determine who it might be. He has not spoken to Argan about this, nor has he informed the Magistrate yet.

Encounter 6
The Schemers

Setup

The Brothers Malkan are a pair of schemers and misfits. Argan fears that they may be seeking to profit by selling information to Baron Kaliek. The Brothers have a weakness for gambling, which can be exploited by the PCs through a mini-skill challenge. In order to gain any information from the brothers, the PCs will need to convince them to start talking. Read or paraphrase the following.

You find the Brothers Malkan sitting outside the cantina. A deck of well-worn cards lie on a crate beside them. They grin to one another as you approach. "What's this then, newcomers in Riksdel? Welcome, friends! Can we get something for you? Everything is available, for a price."

Complexity
3 (8 success before 3 failures).

Primary Skills
Bluff, Diplomacy, Heal, History, Intimidate, Streetwise, Thievery

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Secondary Skills
Insight

Bluff (moderate DC, maximum 3 successes)
The PCs are able to mislead the brothers and cause them to inadvertently reveal some information.

Diplomacy (hard DC, maximum 2 successes)
The PCs take the moral high ground to convince the brothers that assisting them is the right thing to do.

Heal (hard DC)

Note: This use of Heal can only be attempted after the use of Intimidate.

After you threaten the brothers with violence if they don't cooperate you decide to follow through on the threat. You use your knowledge of the healing arts to cause one of them pain. The other brother agrees to tell you something useful if you stop hurting him.

The PC making this check suffers a -5 modifier on all skill checks for the remainder of the skill challenge.

DMs should be mindful of PC alignments and the potential consequences of this action.

Heal (hard DC +2)
You are aware that the brothers have a gambling addiction and are able to use your knowledge of the healing arts, specifically sicknesses of the mind, to manipulate them into divulging information.

Insight (moderate DC, assist)
The Brothers Malkan slip up and you catch it. You are able to press this slight tell or stutter to your advantage. +2 to your next check.

Intimidate (moderate DC)
Through force of will and the threat of violence you try to get the brothers talking. Using Intimidate opens up one option for using Heal in this skill challenge.

Note: If the PCs attempt to use Intimidate more than once, all subsequent checks result in automatic failure.

Streetwise (easy DC)
You learn that the Brothers Malkan have a gambling addiction. Using Streetwise opens up one option for using Heal in this skill challenge. You may also challenge the Brothers to a game of chance. See Gambling Sub-Challenge below.

Gambling Sub-Challenge

Setup
Through the successful use of Streetwise you learn that the Brothers Malkan have a gambling addiction. In an effort to gain leverage you challenge them to a game of chance. Succeeding in the sub-challenge will result in two successes in the main challenge. Failing the sub-challenge will result in one failure in the main challenge.

Note: Successes and failures gained in the sub-challenge do not carry over into the main skill challenge.

Complexity
1 (4 successes before 3 failures)

Primary Skills
Bluff, History, Perception, Thievery

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Secondary Skills
Bluff, History, Insight, Religion

Bluff (moderate DC, assist)
You attempt to create a distraction. +2 to your next Thievery check.

Bluff (variable DC)
You use Bluff to bait the Brothers Malkan when you have a strong hand. The PC is able to set the DC for this challenge.

- Easy DC = 1 success or 1 failure
- Moderate DC = 2 successes or 2 failures
- Hard DC = 3 successes or 3 failures

History (hard DC)
You recall an obscure rule in the game and use this knowledge to your advantage.

History (moderate DC, assist)
You recognize your opponent's opening strategy and know the appropriate counter move. +2 to your next check.

Insight (hard DC, assist)
You pick up on one of the brothers' tells. +2 to your next Bluff check.

Perception (hard DC, maximum 2 successes)
You catch one of the brothers cheating and call him on it.

Religion (hard DC +2)
You offer up a prayer to the deity of luck and your prayer is answered. +2 to your next check.

Thievery (hard DC +2, maximum 3 successes)
You attempt to gain the upper hand by cheating.

Note: Each time an attempt to cheat results in failure the difficulty increases +2 on subsequent checks.

Ending the Encounter

The Brothers tell you that they thought there would be more demand for exotic or illicit goods. They have developed an efficient method of smuggling goods out of the Baron's capital and into Riksdel. They offer to sell the PCs healing potions at 60gp per potion. They have four for sale.

If the Brothers are the traitors and the PCs succeeded in the skill challenge, a DC 15 Perception check allows the PCs to see the bottom part of a letter that is not as well hidden as it should be. It is signed by the Captain of the Baron's Guard. A DC 15 History check or a DC 18 Streetwise check allows the PCs to recognize the name.

Encounter 7
The Old Man

Setup

Argan has indicated that Fogul Selick is one of the original members of the community. Recently he has been complaining that things aren't as they once were. Argan has heard him mention that it might be best if this whole uprising against the Baron was just over and done with. Additionally, Fogul has been acting odd lately. Argan wonders if Fogul is involved in assisting the Baron. The PCs will find Fogul in his hut.

Read or paraphrase the following.

> *The home of Fogul Selick is a ramshackle hut with holes in the walls and ceilings. Inside they find Fogul squatting on the floor. A foolish grin is on his face. Seeing the PCs he exclaims "You've come to help? My head's not right! Mother says take your Tibeku tea. I say mother, I have no leaves, how can I make tea? Does it not make sense to you? It makes sense to me? So I sit and wonder what will I do?"*

The PCs need to find some Tibeku leaves to learn what Fogul has to say.

Complexity
2 (6 successes before 3 failures)

Primary Skills
Athletics, Heal, Nature

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Secondary Skills
Heal, Nature, Perception

Athletics (hard DC, maximum 2 successes)
You need to climb a tree or scale a cliff to acquire the leaves.

Heal (hard DC, assist)
You have knowledge of alternative medicinal purposes for the leaves. You know what they look and smell like. +2 to your next Nature check.

Nature (moderate DC, maximum 3 successes)
You have knowledge of what the leaves look like, require to thrive, etc.

Nature (hard DC)
You know what other plants and animals might live in a similar environment. +2 to the next check made by you or another PC.

Perception (moderate DC, assist)
You spot other plants or animals that generally live in a similar environment. +2 to your next Nature check.

Ending the Encounter

After Fogul get his tea he calms down, startled at seeing the PCs, he says the following.

"You? Who are you? Why are you in my house? I didn't bring you here, don't remember you from the list. I'll need to talk to Stanton about this, imposters are about!"

With that Fogul jumps up and runs out of the hut.

If Fogul is the traitor and the PCs succeeded in the skill challenge a DC 15 Perception check allows the PCs to notice some heavy set boot prints outside of Fogul's hut. The PCs may surmise that these boots may belong to a soldier as most residents of Riksdel wear soft soled boots that wouldn't leave such a noticeable print.

Encounter 8
The Cocky Upstart

Setup

Argan worries that his lieutenant, Stanton, is too ambitious for his own good and may have made some rash alliances to secure himself a position of power with Baron Kaliek. He would like the PCs to investigate and determine if his suspicions are warranted. He requests that the PCs be subtle; should Stanton be innocent he doesn't want to strain their relationship. Read or paraphrase the following.

As you approach Stanton's lodging, you notice him moving quickly into the forest. Realizing this might be the opportunity to determine if he is providing assistance to the Baron's men, you give chase.

The PCs need to follow Stanton. They can't let Stanton know he's being followed. Stanton is running through the forest, but is also a trained woodsman and is able to move quickly and quietly, leaving minimal signs.

Complexity
3 (8 successes before 3 failures)

Primary Skills
Athletics, Endurance, Perception, Stealth

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Secondary Skills
Nature

Athletics (moderate DC, maximum 2 successes)
The PCs need to move quickly to keep up with Stanton.

Endurance (hard DC, maximum 2 successes)
The PCs are following Stanton for close to two hours at a run.

Nature (moderate DC, assist)
You notice blades of grass facing the wrong direction. +2 to your next Perception check.

Perception (moderate DC, maximum 2 successes)
Stanton is a skilled woodsmen and the party will need to track him through the forest.

Stealth (hard DC, maximum 3 successes)
The PCs elect to follow Stanton covertly, hoping to learn where he is off to in such a rush. No player may make more than two successful Stealth checks.

Note: Although Stealth can be used to earn 3 successes, each success must come from a different PC.

Ending the Encounter

When the party catches up with Stanton they will find him in a small clearing. With him is a young woman who is not dressed for travel in the forest.

Read or paraphrase the following.

> *Stanton stands next to the woman, his hands on her shoulders. You recognize a look of genuine concern on his face as he scans the clearing for any threats. Returning his attention to the woman, he smiles and says, "Were you followed? We can't risk being seen like this, not yet. Soon we will be together, my love. I've made arrangements that will bring us together permanently. Just a little more patience and all will be made right. You must trust me in this. Take this letter and provide it to your man, Garath. He will know what to do."*
>
> *A small scroll is passed between them, a look of resolve passing over Stanton's face. "You must return now, before anyone notices that you have been gone. Blessings upon you, my love."*
>
> *The two quickly disappear into the forest on the far side of the clearing.*

If Stanton is the traitor and the PCs succeeded in the skill challenge a DC 15 Perception check allows the PCs to notice that before he left the clearing he very quickly and carefully placed a small pouch behind a bush near the tree. It contains 5gp.

Encounter 9
The Takedown

Setup

When the PCs have determined who the traitor is, Argan will accompany them to confront the suspect. Regardless of whether the PCs are correct or not, the Baron's men who have been infiltrating the camp will make their move. They realize that the PCs are about to make life difficult and decide to eliminate them and Argan.

You will need to modify the text below depending on the identity of the spy. You may also want to have the PCs role-play the scenario until the Baron's men attack.

Read or paraphrase the following.

> *Accompanied by Argan, you enter <insert NPC name> abode. They are surprised to see you and a look of shock registers on their face as you accuse them of betraying the other refugees. From behind you, the door crashes open as heavily armed men move in and attack. "For the Baron!" they scream.*

This combat features the following NPCs.

- 4 Human Rabble (R)
- 1 Human Guard (G)
- 1 Human Mage (M)
- 2 Halfling Stout (H)
- 2 Halfling Slingers (S)
- 1 Halfling Thief (K)
- Argan (A)
- Innocent/Traitor NPC (T)

Tactics

If the PCs have singled out an innocent NPC, that individual will flee at the first opportunity. Treat them as a minion if they end up in combat.

Though Argan is present for the encounter the DM is encouraged to let the action be dictated by the PCs. Assume that Argan holds his own and inflicts 5 points of damage per round to any non-minion that is adjacent to him.

At the start of initiative the NPCs are located as shown on the map. The minions will swarm towards the closest PCs. The Human Guard will use his reach weapon to the best advantage and will use Powerful Strike whenever it recharges. The Halfling Thief will attempt to gain combat advantage to apply extra damage when the option presents itself. The Halfling Slingers will remain outside the building and fire in through the doors. If a PC comes after them they will retreat, attempting to keep their distance. All the NPCs will fight to the death.

Features of the Area

Tables: Jumping on to a table requires a DC 10 Athletics check.

Trees: The squares that the trees occupy cannot be entered and provide partial cover. Climbing a tree requires a DC 15 Athletics check. Balancing on a tree limb is a DC 10 Acrobatics check.

Ending the Encounter

The combat ends when all the Baron's men are killed or subdued. If the PCs used non-lethal damage they can interrogate the prisoners. However, they have no useful information to provide to the PCs.

The PCs find 50gp on the bodies of the fallen. The Halfling Thief has a +1 Inspiring Weapon and the Human Mage has a +1 Flame Wand.

Encounter 10
Alliance Secured

Setup

Once the PCs have eliminated the threat of the Baron's men in Riksdel, Argan will agree to the Magistrate's terms and form an alliance. Magistrate D'blasin is pleased with the outcome and provides the PCs with their final payment.

Rewards Summary

At the end of the adventure, the PCs earn experience points and treasure. All totals listed here are per PC and assumes that there were 5 PCs participating in the adventure.

Experience Points

Give PCs a full award for each encounter they successfully completed and half the amount if they were unsuccessful. Give no award if the PCs did not play the encounter.

Encounter 2: Caravan Attack
135 XP

Encounter 4: The Widow
30/60 XP

Encounter 5: The Scout
105 XP

Encounter 6: The Schemers
40/75 XP

Encounter 7: The Old Man
25/50 XP

Encounter 8: The Cocky Upstart
30/60XP

Encounter 9: The Takedown
155 XP

Total Possible Experience
640 XP

Treasure

Encounter 1:
20gp each for accepting the job

Encounter 2:
15gp

Encounter 8:
5gp

Encounter 9:
50gp

+1 Inspiring Weapon

+1 Flame Wand

Encounter 10:
10gp each for securing the alliance

For use with the 4th Edition
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Requires the use of the D&D *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* core rulebooks, available from Wizards of the Coast, Inc.