

Hook

A pair of rangers has gone missing in bandit country, and the Ranger Lord needs help finding them.

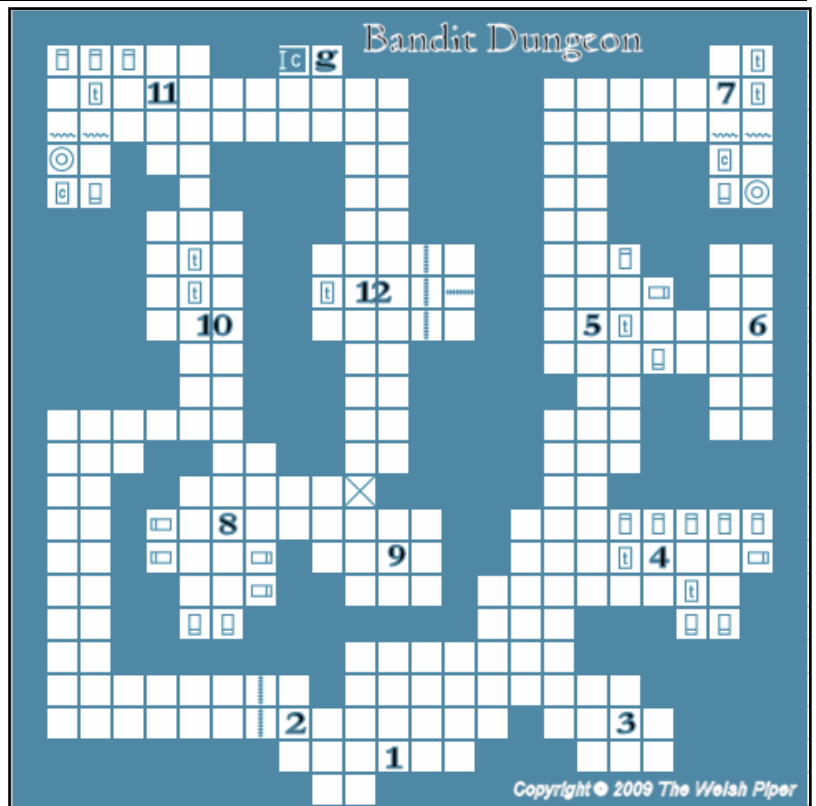
What's Really Going On

The rangers were captured by bandits and killed by their goblin allies, which has caused a rift in the bandit/goblin alliance.

Knowing the rangers will come to look for their brethren, each side is willing to sell out the other.

Monsters & NPCs

- **Madwal** – ranger lord; hires the PCs
- **Drake** – bandit leader; (P) DEX (S) INT, CHA (T) STR, WIL, CON; MR 6"; DR 5; WL 6; AL N; AT long sword/16 (IM +1, Dmg 1d10); Burgle/8, Climb/15, Observe/12, Sneak/12; Bad Feeling/I, Disarm/I; studded leather, hide shield, long sword, 2d10p, garnet ring (2£)
- **Glabyat** – megalomaniac goblin chieftain; (P) DEX (S) STR, CON (T) WIL, INT, CHA; MR 6"; DR 7; WL 6; AL C; AT short sword/12 (IM +1, Dmg 1d6, PN +1); Sneak/12; Backstab/I, Infravision/4"; chain mail, wood shield, short sword, 2d8p
- **Birag** – Glabyat's trickster dwarf ally; (P) STR (S) WIL, CON (T) INT, DEX, CHA; MR 8"; DR 5; WL 6; AL C; AT mace/7 (IM +0, Dmg 1d8); Energetic/I, Infravision/8"; PWR Paralyse/12, Shield/12; light chain, mace, 2d6c
- **Praxys** – prisoner who poses as a ranger; (P) WIL (S) INT, CHA (T) STR, DEX, CON; MR 8"; DR 1; WL 3; AL C; AT by weapon; Diplomacy/12, Fight/16, Observe/12; Backstab/I, Etiquette/I, Grizzled/I
- **Goblins (20)** – rank & file; (P) DEX (S) STR, CON (T) WIL, INT, CHA; MR 4"; DR 1; WL 2; AL C; AT club/20 (IM +1, Dmg 1d4), short bow/8 (IM +0, Dmg 1d4, Rng 4/8/12); Sneak/8; Infravision/4"; Photosensitive/I; leather armour, club, short bow, arrows (x1), 1d4p
- **Bandits (12)** – rank & file; (P) CON (S) STR, DEX (T) INT, WIL, CHA; MR 7"; DR 3; WL 3; AL C; AT short sword/12 (IM +0, Dmg 1d6); Sneak/16; Backstab/I; studded leather, short sword, 1d6p
- **Cave Lizards (2)** – animal guardians; (P) DEX (S) WIL, CON (T) STR, INT, CHA; MR 4"; DR 2; WL 2; AL n/a; AT bite/14 (IM +1, Dmg 1d6); Sneak/8; Infravision/4"; Scale (walk on walls; MR 4")



Scale: 1 square = 6'

Encounters

1. **Entrance** – Goblin archers (4 along NE passage, 2 in W passage; Observe DL +1 to detect). Archers surround PCs but do not melee; 1 may fetch lizard at #3.
2. **Portcullis** – Locked gate (Burgle DL -1). Tripwire lies just past portcullis and alerts guards at #8 (Observe DL +1; Disarm DL -1).
3. **Guardian** – Cave lizard (1)
4. **Barracks** – Goblin warriors (4) plus goblin swordsmen (2; MR 4", DR 1, WL 2; AT short sword/12 (IM +1, Dmg 1d6)); warriors concentrate fire on toughest-looking PC; swordsmen attack weakest PC. Lieutenants from #5 arrive in 2-5 rds after fighting starts.
5. **Barracks** – Goblin lieutenants (3; MR 8"; DR 4; WL 3; AT short sword/8 (IM +0, Dmg 1d6+1); Sneak/12; 1d6p). There are 3d10p on the table. 1 may flee to warn Glabyat at #7.
6. **Supply Room** – 4 suits of leather armour (Size S), 1 suit of studded leather (Size S), 3 hide shields, 2 short bows, 5 short swords, 5 loads of arrows, 3d4 equipment packs (determine randomly). In addition, there is a well-cut obsidian stone worth 1c, a *potion of healing*, and a scroll (*shield power*).
7. **Chieftain's Room** – Glabyat and Birag (and possibly 1 lieutenant from #5). On round 1, Glabyat attacks from the rear while Birag casts *shield* on himself (PV +1 for 1 rd). On round 2, Birag uses *paralyse* on PCs, whom Glabyat attacks. Glabyat fights to the finish, but Birag flees if morale fails. Glabyat wears a key to #2 and a silver ring (3c) inset with odd runes. Birag wears a pendant with the device of his clan (silver hammer on grey field). There is a trapped chest (Poison (DL +0): WS 2 in 1 hour) containing 150p, cheap jewellery (25p), silver cutlery (2£). Hidden cache (Observe DL +1) contains scrolls detailing Glabyat's planned alliance with the trickster dwarves (useful intelligence to Madwal).
8. **Barracks** – Bandits (3); 1 may attempt to warn Drake at #11.
9. **Guardian** – Cave lizard (1) hiding on ceiling above entrance (Observe DL +1) drops on unsuspecting PC (Fight DL -1 for first rd). Attempts to push PCs toward pit (succeeds on CS result; DEX check to avoid falling in). Those who fall in take 1d6 Dmg; 2d4 rds to climb out (Climb DL +1).
10. **Meeting Room** – Drake's "war room," which contains several local maps showing trails, ambush points, merchant routes, and the nearby village of Telm (useful intelligence to Madwal).
11. **Bandit Captain's Room** – Drake and his bodyguards (2; MR 8"; DR 3; WL 3; AT long sword/8 (IM +1, Dmg 1d10)). Drake attempts to escape (heads toward area "g") as soon as fighting starts. If he cannot escape, he surrenders and pledges to help the PCs defeat Glabyat.
12. **Cell Block** – Bandits (2) guarding Praxys. If rescued, he identifies himself to rescuers as a Highgrove ranger (seems to know basic knowledge). If released, he takes gear from a fallen bandit and is cooperative with PCs (to maintain his cover).

Outcomes

Once out of the dungeon, Praxys ditches the PCs. Upon return to Highgrove, Madwal is upset about the dead rangers, but thanks the PCs for defeating the bandits and goblins (he offers to resupply the PCs so they can return to the field and "mop up" and stragglers). Additional possibilities:

- Glabyat's ring bears odd runes, which may or may not indicate magical properties. Regardless, it is probably stolen and the a reward may be posted for its return.
- Madwal is distressed by the appearance of a Trickster Dwarf and might fund a scouting expedition to do some recon and scout out any others.
- In the likely event that Drake escapes, Madwal organises a party to bring him to justice.
- Praxys may resurface, probably as the henchmen of a greater villain at odds with the PCs. Despite what his master orders him to do, Praxys does remember that the PCs rescued him, and therefore may hesitate to do them harm when their paths cross again.