



A Small Task



Wizards of the Coast Dungeons
& Dragons v3.x Core Rules Are
Required To Use This
Supplement

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While eating a morning meal at the famous West End Inn, a small angry group enters the common room. Weelix, a middle aged farmer, asks for volunteers to help search for the band of bandits that has recently moved into the area. They believe that the bandits' hideout is along Beachside Road, maybe in one of the many caves located on the beach. Weelix makes it clear that he has no money to pay for any services rendered. He also tells the volunteers that any items recovered must be brought back and held for 1 week to allow anyone who was robbed by these bandits a chance to recover their loss. Once the week passes, the leftover treasure will become the property of whoever turned it in..... Once that is said, Weelix waits only for a short time and then leaves to continue his search for helpers.



Of course it is completely up to the party to decide if they wish to help out or they might decide to go by themselves after Weelix leaves in hopes of keeping everything for themselves. No matter what path they take, they will eventually find the cave complex where the bandits make their base camp.

The DM should feel free to make it hard or easy when locating the Bandits' Hideout. Since the cave is located right on the beach, a PC with tracking skills would be most helpful in locating the hideout. Once the hideout is located, the DM should adjust all encounters to represent the proper reaction to the type of attack the party decides on. If the party is quiet in their attack, they will have a better chance of success. Since a quiet attack is preferred, all encounters within this adventure reflect that. If the party prefers an all out attack, then the DM needs to adjust room encounters to reflect the readiness of the bandits. Once this happens, the party will definitely have a harder time of it as the bandits are very tactical in their attacks. If the bandits are alerted and the party retreats, the hideout will remain on full alert for no less than a week, maybe more depending on how far the PC's made it into the complex. Also, the bandits will set multiple traps, not counting the ones already in place. If the PC's wait a full week or longer, the bandits will be able to replace any dead members of their clan and a few extras if the DM wants to make it even more of a challenge.

Each Group Of Volunteers Will Be Given The Following Items

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- 4 Waterskins With Fresh Water
- 3 Days Dried Rations Per Person
- 2 Healing Roots* Per Person
- 4 Torches
- 2 Clay Firepots* Per Person

The Party WILL NOT Be Given Any Of The Above Items If They Choose To Search For The Hideout On Their Own.

*Healing Roots - Restores 6 Hit Points Per Root. Each Root May Be Split In Half, But Each Half Will Only Restore 2 Hit Points.

*Clay Firepots - Each Pot Has A Powder Substance That Will Explode Upon Impact Causing 10 Hit Points Damage (10' Radius).



~~~~ ENCOUNTERS ~~~~

- 1) **ENTRANCE:** Medium to large humanoid footprints can be seen in the sand going in and out of the cave entrance. Anybody successfully searching for traps will find a hidden trip-wire (normal chances for disarming).
- 2) **KENNEL:** 6 Wolves (3 male, 3 female, and a total of 10 pups between 2 of the females). If the trip-wire trap is sprung or the PC's enter this area, the 3 males and 1 female move to attack while the remaining 2 females protect their young.
- 3) **LIVING QUARTERS:** 1 Gnoll Animal Handler/Trainer and 6 Gnoll Guards. If the trip-wire trap is sprung or a battle begins in the Kennel, the gnoll guards will move to attack with their crossbows while the gnoll animal handler/trainer stands back to observe his wolves (he will flee if all the wolves die).
- 4) **HALL OF SKULLS:** Sitting on various natural shelves are the skulls of humanoids.
- 5) **WORK CREW:** 4 Gnoll Guards and 7 Human Slaves. The gnoll guards are over-seeing the repair of some of the support beams that appear to have rotted from the sea air. If the gnoll animal handler/trainer fled, the gnoll guards will be on alert. The human slaves cannot enter battle due to their restraints.



- 6) STORAGE CAVE: 5 Gnoll Guards.** The gnoll guards are gambling behind some crates. If they hear any battles going on, they will stop gambling and set-up an ambush - otherwise, they will form an attack from behind as the PC's pass through the room. If the gnoll guards are detected, 4 will attack while the 5th one will attempt to trigger an alarm system (similar to the trip-wire one encountered earlier). All of these crates contain common day to day goods like cloth, dinnerwares, etc.... The list of goods is left to the DM.
- 7) COMMON AREA: 25+ Gnoll Guards.** This room has tables, chairs, cooking firepits, etc... The number of gnoll guards found in this room is up to the DM. Considering the time of day, the local bandit activity you are using for the area you are placing this in, and how big you wish this band to be. The main thing to remember about this encounter is that it should be a very strong challenge of the PC's combat skill.
- 8) BARRACKS: 25+ Gnoll Guards.** The party finds a long cavern with approx. 25 sets of bunks. The DM should follow the same instructions as laid out for room #7 (keeping in mind that some gnoll guards will actually be sleeping, just waking up from an alarm, or even fatigued from pulling a long shift).
- 9) NATURAL SPRING WATER:** There is a small wooden footbridge crossing the water made out of crate wood. The water is clear and safe to drink -- The bandit leader made sure of this. There is a trip-wire alarm system attached to the footbridge (to alert room #10).

10) Bandit Leaders: 4 Ogres. The ogres keep all the good treasure in 8 locked chests. If any of the alarms was set-off, they will grab the chests and go through the secret door. The ogres will look through peepholes to see who the PC's are for future revenge! If by chance a PC hears the ogres behind the secret door, they will flee using potions of speed. The type and amount of treasure left behind by the ogres will depend on the DM. I suggest the sample list below.....

3,000 cp

25 gems value = 5cp each

3 small statues value = 1sp each

3 fine daggers with a place for a gem on the hilt

Please feel free to add more items to the sample list or create your own.



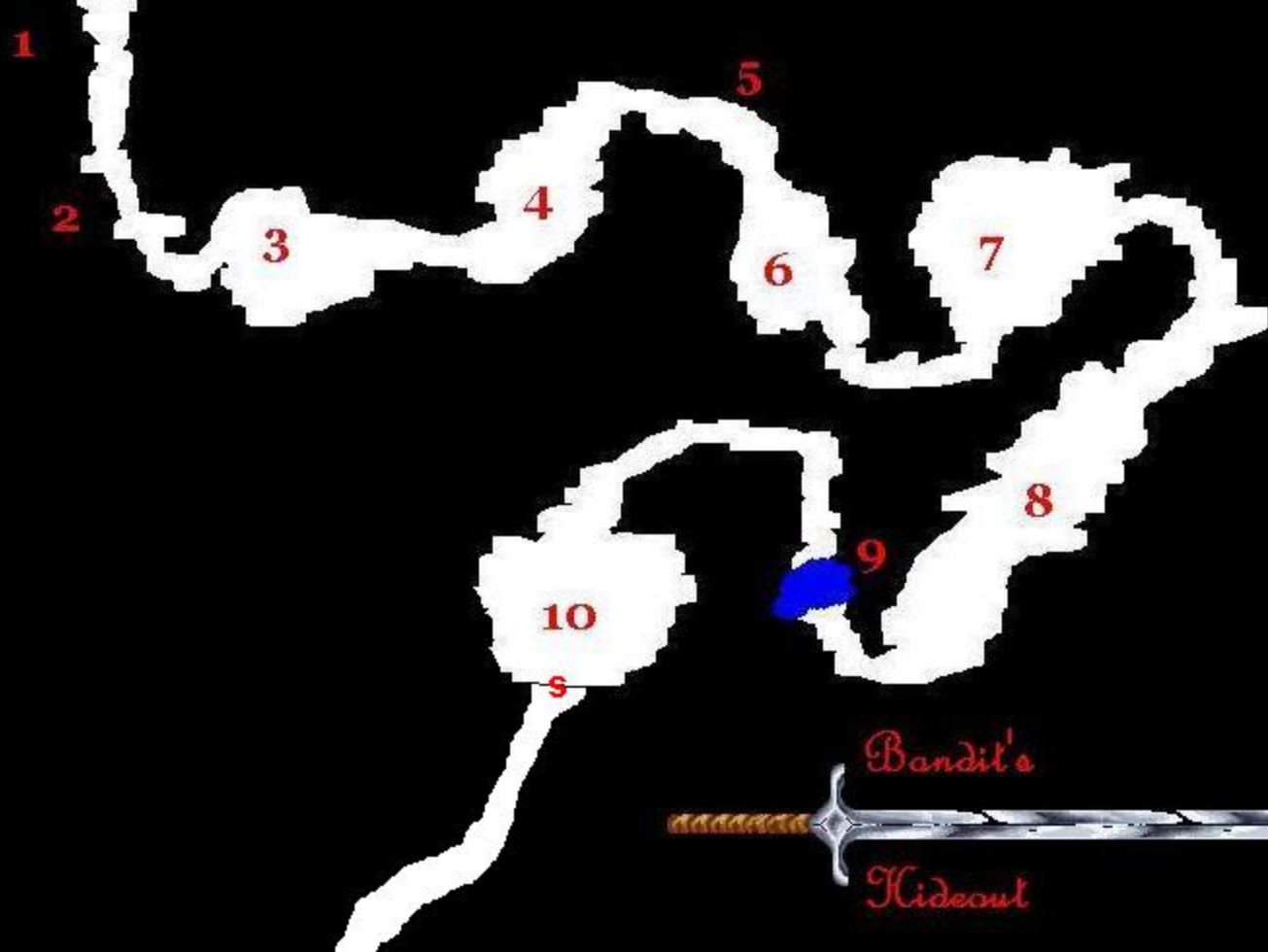
~~~~ MASTER MONSTER STATS ~~~~

O g r e : CR 2; Large Giant (9 ft. tall); HD 4d8+8; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, greatclub); Reach 10 ft.; A L C E; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.
S k i l l s : Climb +5, Listen +3, Spot +3. **F e a t s :** Weapon Focus (greatclub).

Gnolls: CR 1; Medium Humanoid (7 1/2 ft. tall); HD 2d8+2; Init +0; Spd 20 ft. (scale mail), base 30 ft.; AC 17 (+1 natural, +4 scale, +2 large shield); Atks +3 melee (1d8+2, battleaxe) or +1 ranged (1d6, shortbow); SQ darkvision 60 ft.; A L C E; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.
Skills: Listen +3, Spot +3. **F e a t s :** Power A t t a c k .

Wolves: CR 1; Medium Animal (6 ft. long); HD 2d8+4; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6+1, bite); SA trip; SQ scent; A L N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
S k i l l s : Hide +3, Listen +6, Move Silently +4, Spot +4. **W o l v e s** receive a +4 racial bonus to Wilderness Lore checks when tracking by scent. **F e a t s :** Weapon Finesse (bite).
S A — Trip (Ex): A wolf that makes a successful bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt is unsuccessful, the victim cannot react to trip the wolf.
S Q — S c e n t : Wolves can detect opponents within 30 feet by smell. If it is downwind, the range increases to 60 feet; if upwind, the range decreases to 15 feet. Scent does not allow the wolf to pinpoint the location of an opponent, just the general area. Once it gets within 5 feet, however, it can determine a specific location. Strong scents (smoke) carry twice as far, and overpowering scents (skunk musk) carry three times as far. Wolves can also follow a trail with a successful Wisdom check. Fresh trails are DC 10 for this purpose and increases by 2 for every hour the trail ages.

All encounters within this adventure uses these same basic stats. The DM should prepare all hit point totals as well as any personal treasure that a monster may be carrying or stashed away somewhere within their living quarters. Since there can be drastic differences between game worlds as far as how readily gold is available as well as how much magic actually exists in your world, I prefer to let each DM determine the treasure types and values that are to be found..



Bandit's

Hideout

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While Quietly Eating Your Meal, An Angry Mob Enters
The West Side Inn Requesting Volunteers To Help Them
Take Care Of..... *Bandits Moved Into The Area And
The Locals Want Them Out.....*

NOW!