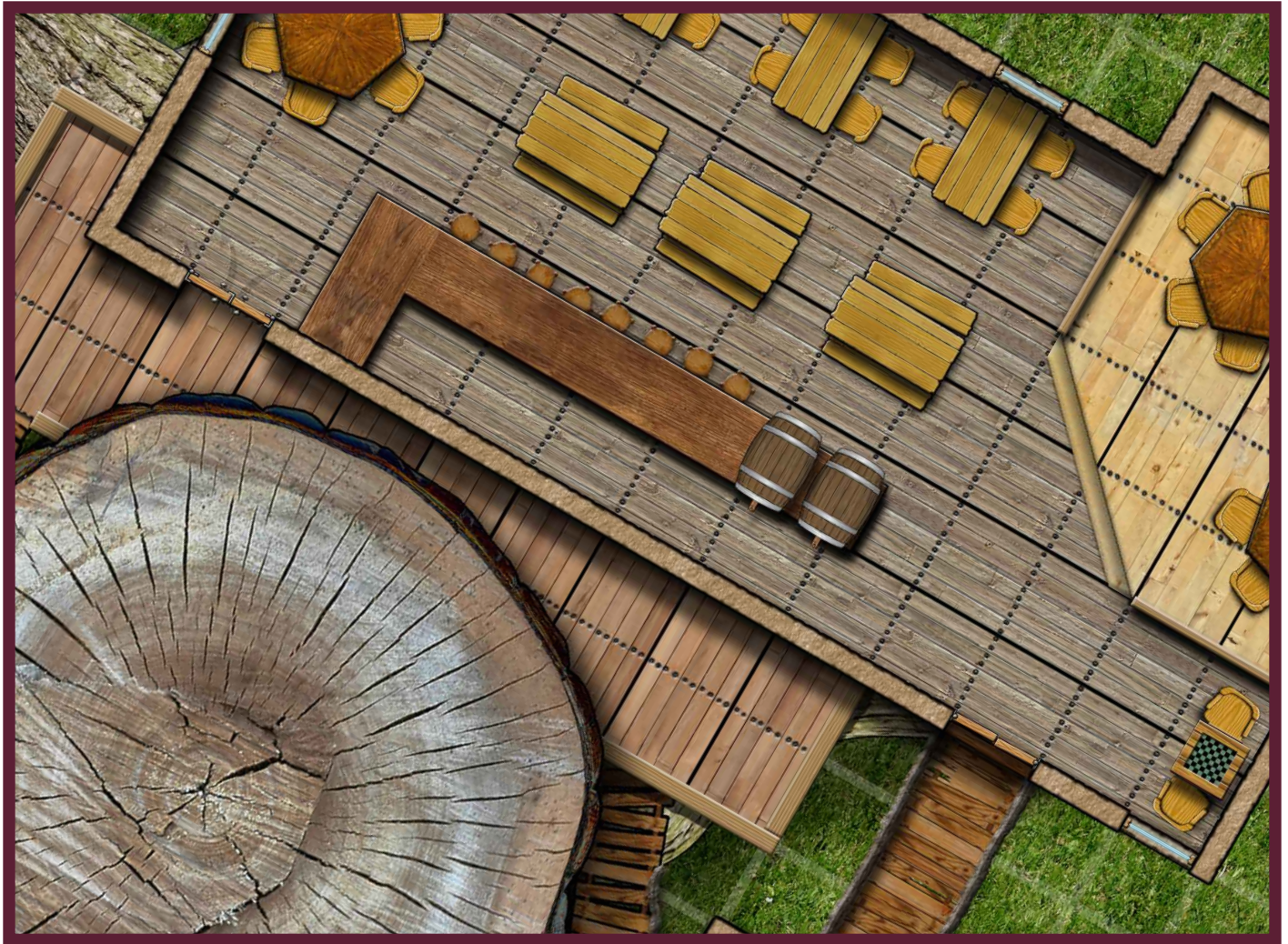




TANKARD TALES

WILLOWBARK'S



You meet in a bar. It's the classic start to almost every adventure. But what if the tavern becomes an adventure itself? Tankard Tales details a unique tavern with full-sized battlemaps and encounters for heroic and paragon level adventurers. The encounters can be easily incorporated into any campaign. Lift the staple meeting-place from a non-descript locale to a full-fledged place of adventure!

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

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.



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WHAT YOU NEED

This product uses rules and concepts as presented by the D&D 4E PLAYER'S HANDBOOK, the D&D 4E DUNGEON MASTER'S GUIDE and the D&D 4E MONSTER MANUAL. It is recommended that you have those references handy while using this module.

TECHNICAL USE OF THE BATTLEMAPS

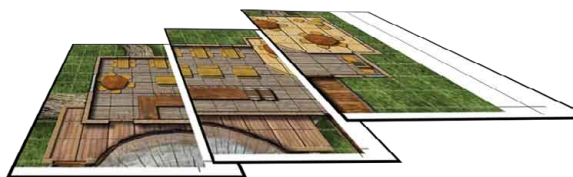
The battlemaps use the standard 1" = 5-feet format. They are also layered to allow for different types of printing. This document uses the layers feature available in Acrobat Reader 6.0 and greater to let you choose how you want to print out the map.

The encounters use different maps (all created from the layers) allowing you to have TWO maps rather than just one!

This module also provides a blank floorplan and cut-out tables and chairs so you can set up the tavern in your own fashion.

ASSEMBLING THE MAPS

One feature these maps have is that each one has a little bit of overlap that allows for less-than-perfect cuts. IF you cut the pages and leave an overhang, you can tape them in such a way as to hide the seams. The following picture shows how you can lay them out.



If you look closely, you only need to cut 2 sides. This allows a lot of room for taping on the bottom side. The extra art on the right and bottom sides allows you to match up the cut sides more easily and without seams. The next row of pages is done the same way.

By playing with the layers you can create a variety of maps for play.

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www.mythmerchant.com or
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Story: Steven Muchow

Art Direction and Production: Steve Muchow

Cover Illustration: Steve Muchow

Interior Illustrations: Steve Muchow

Cartography: Steve Muchow

Branding Design: Steve Muchow

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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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At the edge of civilization, near the wilderlands of fantasy and mystery is a stop for the thirsty traveller. Nestled in the branches of an ancient, massive willow tree, a simple tavern provides rest, comfort, and the best libations for miles. Even though the nearest town is about two miles away, Willowbark's is a "must-visit" in the area and is a frequent meeting-place for adventurers as they leave for escapades unknown or return with tales of fiends, mysteries and magic they have confronted.

THE TAVERN

The taproom is a large long building that straddles two branches of the ancient tree. A staircase circles the forty-foot diameter trunk, rising thirty feet until it reaches the entrance landing. The landing has no seats or benches, but provides a break from the raucous interior. Though the building walls are a few inches thick, no sound emanates from the structure, even with the door opened.

Once inside, the tavern is structured as a typical bar, tables and benches provide seating, a long bar with stools allows for a faster refill for the thirsty and a few games are provided for the inevitable contests of skill. The floor splits into an elevated area that has much nicer furniture and requires a sitting fee to gain access, and the common

area that serves everyone else. There is no hearth and smoking is permitted only in seats that are at least three feet from a wall. Three tavern maids run the tables; two bartenders keep the drinks flowing, and occasionally, the owner or a chef walks among the guests to ensure that everyone is having a good time. No bouncers are present.

On any given day, about a dozen patrons can be found quietly enjoying the breezes from the open windows and savoring the exceptional fare. By evening, the population swells to at least double and the sedate atmosphere changes into a happy, boisterous throng. Bards have a ready-made audience and many visit to enjoy the benefits of a story-hungry crowd.

THE FARE

For an average of 3 sp per meal, a customer can enjoy a few glasses of ale or mead, a nourishing meal and a delicious cobbler.

The kitchen is a full-featured affair that can cook for 50-60 people at any given time. A large hearth is present and can be released to fall to the ground if a fire erupts. Food and supplies are delivered via a trap door in the floor and a complex winch and pulley system helps to raise and lower a platform. A storage space underneath the floor keeps various herbs and spices and smaller non-perishables until they are needed.

BEVERAGES

Winter's Leaf (dark ale)	1 cp
Spring's Water (pale ale)	2 cp
Willow's Bark (spiced mead)	1 cp
Spiced Apple Brandy	5 cp
Buttermilk	3 cp
Goat milk	2 cp
Regular Coffee	1 cp
Acorn Coffee	2 cp
Previn's Pilsner (pale lager)	1 cp
Imperial Banner (stout)	1 cp
Wine, average	1 sp
Wine, good	4 sp
Wine, excellent	1 gp
Strawberry wine	6 cp
Plum wine	1 sp
Whiskey, average	2 sp
Whiskey, single malt 12 year	1 gp
Previn's Moonshine (20 year whiskey)	20 gp
Magnificent Moonglow (30 year whiskey)	60 gp

FOOD

Cheese	2 cp
Biscuits	1 cp
Bread, Harvest	1 cp
Bread, White	2 cp
Almond-paste cakes	3 sp
Rice balls	2 sp
Minced meat pie	1 sp
Seasonal Stew	5 cp
Apple Fritters	3 cp
Vegetable Stew	2 cp
Oat cakes	5 cp
Peach Cobbler	4 cp
Apple Cobbler	4 cp
Hearth-roasted Venison	5 sp
Hearth-roasted Boar	8 sp

THE CORE STAFF

Mrakan Marbson - Owner

An average-sized dwarf carefully appraises you with his coal-black eyes. His braided red beard twitches at the temples and the laugh lines around his deep sockets crease as he furrows his brow. A dull sheen reflects off his bald head and two gold rings pierced into his left ear gleam brightly. He stares a moment longer and then relaxes his contorted expression into a broad toothy smile. With a forced flourish, the dwarf spreads his cloak wide revealing a forest-green shirt covering chain armor. A deep bass rumbles your chest as he speaks, "Welcome to Willowbark's my friends. It is good to pause in our pursuit of happiness and just be happy. May your stay here be happy."

Many raise an eyebrow when they learn that a dwarf owns the tavern. This middle-aged veteran adventurer is considered quite odd by most of the locals, but he exudes a confidence and joy of life that is infectious. Though barely four-and-a-half feet tall, this solid, bald-headed proprietor commands silence when he speaks. No matter the noise level, he booms above the din and makes his wishes known. In most cases, he is affable and friendly, simply wishing well to all who are present, but when the good times get too rowdy, Mrakan's commands and oaths are fearsome.

Previn Daerania - Chef and Brewer

As this elder half-elf approaches, his blue eyes flick down to the food before you, then back to engage your gaze. He strides with purpose and intensity; the apron covering his leather breeches and silk shirt sways with the motion. His smile is small, but his arms are open and inviting and when he stops, he ruffles his short-cropped salt-and-pepper hair with his fingers. His gaze goes back to the spread before you and he speaks with a light, gentle voice.

Previn is a master chef and brewer. His cuisine and spirits are exceptionally good for such a remote location and many aspiring students spend a year in apprenticeship with him. A good friend of Mrakan, he sold Willowbark's years ago to focus on cooking and brewing rather than running a business. He appears as an average citizen but secretly has ties to the more unseemly elements of society. Mrakan is unaware of Previn's dark side.

Seranea - Head Waitress:

Slender and beautiful, this elf dances more than walks around the tavern floor. Her long golden hair is coifed into tight ponytail that shimmers as if it was dipped in stardust. Deep violet eyes flicker with enjoyment every time they meet yours, but they linger briefly, moving on to some other sight. No

matter the fare, she delivers everything at once, seemingly defying gravity as plates and tankards and cups balance precariously on her arms and trays. Her smile is disarming and her laugh is bell-like.

Saranea is the friendliest of all the staff. She loves life and flirts outrageously with all the male members of the party. If the chemistry seems right, she may even be brazen enough to ask one of them out for a date.

Because of her friendly, outgoing nature, she has learned much about the lands around her and is considered an expert (History +20) regarding them. Behind the bar, she has many journals of other adventurers' exploits and can help the PCs obtain information for a fee.

Kredaar - Bouncer posing as a patron:

Smoking a tabac pipe, this hulking dragonborn adventurer seems to watch your every move. Even when engaged in listening to or giving a story, the scarlet-scaled patron seems to be aware of every event happening in the tap room. She appears friendly enough, laughing with other companions and even buying them drinks, but her scales tighten and shimmer with each outburst or loud noise that may signal trouble.

Kredaar is the daughter of Mrakan's old adventuring partner. The dragonborn is young, only 16 years old, but already an experienced adventurer herself. She is an outcast in her society because her mother died and her father atypically trained her in the ways of the male dragonborn culture. She is lonely and develops affection for any dragonborn she meets.

TAVERN RUMORS

The following rumors can be discovered through inquiries in town. These rumors may act as springboards for adventure and are not intended to be exhaustive.

- (T) **Old Mabel, the miller's wife swears that the tree whispers to her whenever she delivers flours and grains**
True: The tree is coming to sentience and Mabel is sensitive to the willow's speech. It is attempting to tell her about Previn's activities.
- (F) **Getting married under the tree's branches guarantees that the couple will have good fortune.**
- (T/F) **The tavern was once the hideout of Kragus Jack, a brigand highwayman. Mrakan's fortune comes from finding his secret treasure.**
True and False: Kragus did use the tavern as a hideout, but Mrakan's fortune is his own. Carved onto the bar front is a frieze that has a secret compartment with a map inside. Kragus Jack's treasure stash is located on the map.
- (T) **On a full or new moon, one can climb the tree and travel to the Feywild.**

True: This requires a skill challenge appropriate to the character's levels.

TAVERN SECRETS

Previn is a secret follower of the chaotic evil god of shadow. He hides his true personality through alchemical means, brewing potions that change his demeanor for a time. He has taken advantage of a hollow space within the willow tree to practice his dark religion and will ruthlessly kill anyone who discovers his secret. His apprentices are also servants of this god and are being trained to spread disruption and anarchy across the land.

Unknown to anyone, the willow is a prison for a good wizard that lived 200 years before. He is buried in the roots of the tree and kept in a suspended state. Clues to his existence may be acquired during the heroes' adventures. Any digging around the tree to find him will drive Previn into action to stop the search, as he fears the discovery of his activities.

With a 40 foot girth, it is believed the willow has existed since the previous age, at least 5,000 years. The wood is rumored to be magical to have existed for so long, and in general, this is true. What is unknown is that the magic only exists in the newest parts of the tree – near the top. The tree must willingly give a branch in order for the magic to stay with it and then it can be worked as steel and provides benefits as if it is a steel item.

ADVENTURE SEEDS

Encounter HT: Plane Test - Heroic Tier

The Setup: The Sons of Soyrk, an adventurers' guild of reknown in the area seeks to increase their ranks. They are seeking brave souls of might and magic and have posted advertisements to meet them at Willowbark's on the night of the next full moon. A special test has been developed to test the PCs in their fitness to join the guild. Disguised as an odd magical mishap, the party will be forced to use its martial, magical and teamwork skills to pass the test.

Whether by design or happenstance, the party makes its way to the tavern on the very night the Sons of Soyrk are searching for new members.

The "Situation": The test splits off groups of adventurers into small planes of existence that mirror the tavern. As the story goes, Geoff the Lower, one of the members of the Sons of Soyrk, has travelled back to his forest laboratory in the feywild to test an artifact he retrieved from his last adventure. The device is a feywild portal generator and its power source is some wood from Willowbark's tree. Activating a portal within the feywild is beyond the device's original intent and when Geoff activates it, the

odd energy release creates a mirror version of the tavern in some odd plane of existence. The heroes are caught in the magical mishap and are now trapped along with the gnome. The artifact is damaged and needs to be repaired. Unfortunately, the portal remains active and a few curious creatures seek entrance.

The Resolution: This encounter has two challenges: fight off the creatures that enter the tavern and repair the generator to get back home. If the party succeeds in the test, they are offered admittance into the guild and have a ready patron for adventuring. If they fail, they are unharmed and politely told they have promise, but need a bit more experience.

Encounter PT: The Tipping Point - Paragon Tier

The Setup: The Sons of Soyrk, are again seeking new members for their guild and have posted advertisements to meet them at Willowbark's on the night of the next full moon. Unfortunately, an old adversary of theirs has decided to test them!

Whether by design or happenstance, the party makes its way to the tavern on the very night the Sons of Soyrk are meeting.

The Situation: A villain of the Sons of Soyrk learned of the recruiting event and recruited a small party of his own; an ettin, a basilisk and some barlgura demons. He gave the ettin marauder a keg of explosives to throw at the tavern in the hopes of killing everyone including the famous adventurers. Now, dozens of innocent people are at the mercy of a powerful killing machine.

The Resolution: If the PCs are successful in defeating the monsters, a few members of the Sons of Soyrk appear and explain that they were set upon by another party of monsters. In their eyes, the reach of the villain has extended too far and he must be stopped. The PCs are offered the opportunity to help.

The number of dead is horrific; 37 souls perished from a total of 118 and almost all are injured, requiring medical and magical healing. None of the core tavern staff died, though two cooks and all the other waitresses were killed in the attack.

The town nearby will take some time to recover and the heroes actions have earned them the right to stay in town as friends, not just patrons. If they desire, they may choose to purchase one of the newly-vacated properties and develop a base of operations.

A few of the tavern's secrets may have been exposed in this encounter. Previn's secret room is sure to be discovered if anyone tries to repair the tree. There is a local sect of druids that can be contacted to help heal the damage done. The magnitude of the destruction can also be a springboard for town adventures as the grieving survivors seek vengeance.

Encounter Level 4 (~875 XP)

SETUP

This encounter has two challenges: fight off the creatures that enter the tavern and repair the generator to get back home.

When the PCs are in the tavern, read:

The tavern is filled to overflowing, but the Sons are not yet there. Finally, at midnight, an otherworldly keening fills the room and a bright flash of light emanates from the ceiling, dazzling you. When the sound ends, you discover that the room is nearly empty, except for you, a strange shimmering disk of light in the rafters above, and a gnome standing on the bar next to an odd, smoking and sputtering machine. The small man wobbles a moment and with a weak, choking voice says, "Oh dear, that wasn't supposed to happen," before toppling to the floor, lying still.

The machine releases a bolt of energy towards the portal and the first monster group (see the **Faulty Generator** hazard) appears within the drop zone.

SKILL CHALLENGE

Setup: With some Arcane and Divine knowledge and some mechanical expertise, the generator can be repaired. Helping skills (Insight and History) increase their success DCs by 5 for each successful check.

Level: 3 (XP 450)

Complexity: 3 (8 successes before 3 failures).

Primary Skills: Arcana, Religion

Arcana (DC 10; standard action): Some successes provide knowledge in addition to fixing the device. This skill provides a maximum of 4 successes.

- ◆ **Success 1:** Opens Thievery and Dungeoneering. The device operates on a fusion of divine and arcane power.
- ◆ **Success 2:** The device can be powered by a healing surge.
- ◆ **Subsequent Successes:** the repairs continue by using arcane means.
- ◆ **Failure:** The device makes an **Energy Spike** attack.

Religion (DC 10; standard action): This skill may be used up to four times total. Some successes provide knowledge in addition to fixing the device.

- ◆ **Success 1:** The device can be powered by a healing surge.
- ◆ **Subsequent Successes:** the repairs continue by using divine means.
- ◆ **Failure:** The device makes an **Energy Burst** attack.

Dungeoneering (DC 15; standard action):

- ◆ **Success:** The repairs continue by mundane means.
- ◆ **Failure:** The device makes an **Energy Spike** attack.

Thievery (DC 10; standard action):

- ◆ **Success:** The repairs continue by mundane means.
- ◆ **Failure:** The device makes an **Energy Burst** attack.

Insight (DC 10/15/20; free action): A successful Insight check provides a +2 bonus to the next Dungeoneering or Thievery roll. It does not count as a success or a failure.

History (DC 10/15/20; free action): The device looks like one seen in books of the last war of the mages. Adds a +2 knowledge bonus to the next Arcana roll. It does not count as a success or failure.

Success: If 8 successes are scored, the generator is repaired. Spending a healing surge as a standard action reverses the portal, allowing escape to Geoff's laboratory in the feywild. Geoff can then return them back to the regular world from there.

Failure: If the PCs get 3 failures, the generator's repairs are beyond them and Geoff is the only one who can fix it.

TACTICS

The creatures emerging from the portal take advantage of the tables and chairs, as they are able. The dire porcupines are capable of standing on their hindquarters and swiping or nipping at the PCs heels. The goblins will attack to gain combat advantage against the strongest PCs. The zombies act ravenous and have no concept of tactics. Every creature fights to the death.

Geoff can be awakened through normal means. He will not fight, but will help to repair the machine using Aid Another each round to add +2 to each skill challenge roll.

FEATURES OF THE AREA

Illumination: well-lit.

Ceiling: 10 feet on the sides with a 18-foot peak. Rafters cross the room at 5-foot intervals and can be climbed.

Tables and Chairs: Climbing a table is treated as difficult terrain. Moving a table is a standard and move action. It can be moved up to one-half the character's movement rate per turn. Tipping a table over is a standard action.

Under Table: hiding under a table requires squeezing (unless you are small).

DEVELOPMENT

If the PCs successfully repair the generator, one of the characters can spend a healing surge and portal back to Geoff's Lab. Geoff then teleports them back to the tavern, where the rest of the Sons of Soryk are present. If everyone is defeated, to their surprise, they wake up in the tavern completely unharmed.

Back at the tavern, the Sons explain the PCs were being tested and either inform them they need more experience, or offer them a place in their adventuring guild.

Faulty Generator (G)
Hazard

Level 1 Blaster
XP 0

Hazard: You see a device made of wood and metal with arcane symbols covering its exterior. Smoke rises from the inside.

☞ **Portal Activation** (standard; recharge 3)

Activate Check: +0 vs. DC 15; Success: Fires a blast of energy at the portal, releasing an encounter group.

Group 1: 3 dire porcupines

Group 2: 7 goblin bruisers, 2 goblin wardancers

Group 3: 3 zombies, 4 zombie rotters, 4 kruthick hatchlings, 2 wererats (see the D&D 4e *Monster Manual*).

☞ **Energy Spike** (immediate reaction; on skill challenge check failure; standard)

Close blast 1; +10 vs. Reflex; 1d6+3 damage.

☞ **Energy Burst** (immediate reaction; on skill challenge check failure; standard)

Close burst 1; +10 vs. Fortitude; 1d6+3 damage.

Countermeasures See the skill challenge

Porcupine, Dire (P)
Medium natural beast

Level 2 Brute
XP 125

Initiative +1 **Senses** Perception +1, darkvision

HP 48; **Bloodied** 24

AC 14; **Fortitude** 16, **Reflex** 12, **Will** 12

Resist cold 10

Speed 6

☞ **Claw or Bite** (standard; at-will)

+5 vs. AC; 2d6+3 damage.

☞ **Quill Blast** (standard; encounter)

Close blast 2; +5 vs. AC; 3d8+3 damage, and target grants combat advantage until the quills are removed (save ends).

Alignment Unaligned **Languages** —

Str 12 (+1) **Dex** 17 (+3) **Wis** 10 (+0)

Con 12 (+1) **Int** 5 (-3) **Cha** 10 (+0)

Goblin Bruiser (B & P)
Small Natural Humanoid

Level 1 Minion
XP 25

Initiative +3 **Senses** Perception +1; low-light vision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 14, **Reflex** 14, **Will** 13

Speed 6; see also shift tactic

☞ **Spiked Club** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 4 damage (5 damage if the target grants combat advantage to the goblin).

Tactical Shift (immediate reaction; when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Str 15 (+2) **Dex** 16 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Equipment leather armor, spiked club

Goblin Wardancer (W)
Small Natural Humanoid

Level 1 Skirmisher
XP 100

Initiative +4 **Senses** Perception +1; low-light vision

HP 29; **Bloodied** 14

AC 15; **Fortitude** 14, **Reflex** 16, **Will** 13

Speed 6; see also *tactical shift*

☞ **Short Sword** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 1d6+3 damage.

☞ **Dagger** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 1d4+2 damage.

☞ **Dagger, Thrown** (Standard; at-will) ♦ **Weapon**

Ranged 5/10; +7 vs. AC; 1d4+4 damage.

☞ **Slicer Strike** (standard; at-will) ♦ **Weapon**

The goblin can move up to half its speed and make one melee basic attack at any point during that movement.

The target is denied an opportunity attack if the goblin continues its movement away.

☞ **Double Strike** (standard; recharge 3) ♦ **Weapon**

The goblin makes a short sword and a dagger attack.

Tactical Shift (immediate reaction; when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil

Languages Common, Goblin

Skills Stealth +10, Acrobatics +10

Str 15 (+2) **Dex** 19 (+4)

Wis 12 (+1)

Con 13 (+1) **Int** 8 (-1)

Cha 8 (-1)

Equipment leather armor, short sword, 3 daggers



ENCOUNTER PT: The Tipping Point

Encounter Level 11 (3,050 XP)

1 ettin marauder (E)	(1,000 XP)
1 venom-eye basilisk (B)	(500 XP)
3 barlgura demons (D)	(1,050 XP)
terrain hazard	(500 XP)

SETUP

This encounter uses the standard monsters found in the D&D 4E *Monster Manual*.

When the PCs are in the tavern, read:

The tavern is overflowing with people and the Sons are not yet present. For now, the throng is happy from all the free-flowing drink, but there is a restlessness as the night wears on. Finally, at midnight, a thunderous BOOM shakes the tavern violently, tossing everyone around the room along with furniture, kegs and tableware. The building tips to a sixty-degree angle, sending everything downward. Somehow, you cling to a secure timber and manage to avoid the fate of others as the overburdened wall gives way, spilling nearly everyone and everything to the ground below. The moans of the injured and dying are loud, but then change to screams as you see an ettin and basilisk move through the bodies. Any poor souls attempting to escape the the killing field are pummeled by the massive fists of a trio of barlgura demons that circle around the wreckage.

The PCs start out hanging onto floorboards and the bar between 20 and 30 feet above the enemies, and must consider their options on how to get into the fray. Each one must individually right themselves before falling. Use the standard climbing rules against a difficulty DC 25 to successfully navigate to a place of safety.

TACTICS

The basilisk uses its venomous gaze to great effect. Nearly all the bar patrons are clustered together, so death for many will occur within a few rounds if the PCs do not act quickly. The ettin is quick to swat at the mass of bodies almost for fun; a single sweep throws a half-dozen people 3 to 5 squares away. The balguras simply roam the perimeter, slamming any escapees back into the throng so the basilisk poison can finish them off.

Any resistance by the PCs will spur the creatures into attacking them instead.

FEATURES OF THE AREA

Illumination: low-light under the full moon.

The tavern: the main building is tilted at a sixty-degree angle and requires climb checks to keep from falling.

The kitchen: is untouched, but the bridge is broken. It can be used as a swing to attack the ettin from above and grants combat advantage if used to make an attack.

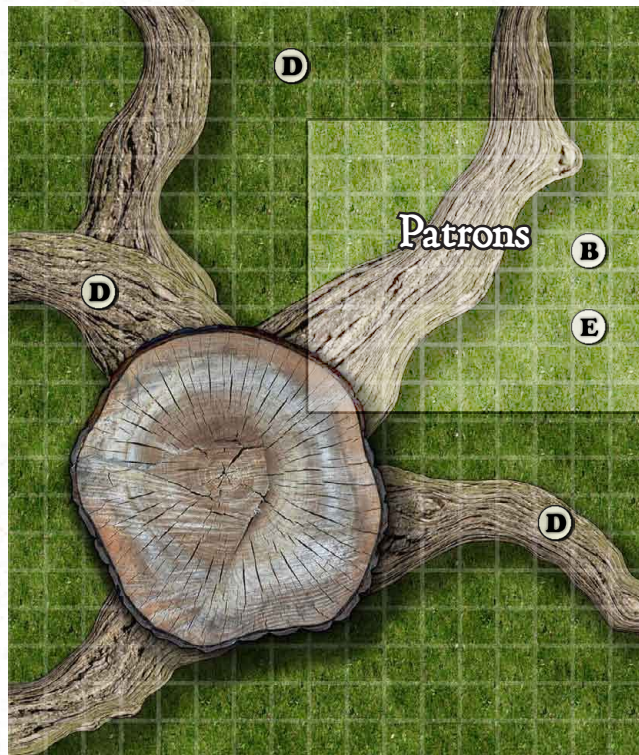
The hearth: can be released to land on top of one of the creatures. (+18 vs. Reflex; 4d10+6 damage and ongoing 5 fire damage).

The patrons: they cover the ground terrain in a zone 8 just below the raised area of the bar. The zone is considered difficult terrain and any characters ending their turn in it must make a +5 vs. Reflex save or become entangled as the survivors claw and grasp, seeking help. The enemies within the zone are not affected.

Branches: Climbing a branch is a standard climb check (see Athletics in the D&D 4E Player's Guide). For simplicity, assume that the height of each branch is 15 feet. Running along a branch requires a balance check.

DEVELOPMENT

The tavern is largely intact and the tree is damaged enough to require the help of a druid sect to repair it. Previn's secret hollow in the tree may be exposed and many questions may be asked.



PREVIN DAERANIA

Though personable and unassuming, Previn is a trainer for a ring of fences and thieves operating in the area. Though not the ringleader, the half-elf is key in teaching the next generation of thieves. After they finish their apprenticeship, Previn sends them off to receive further training in the arcane arts from Haras Delmat, a warlock of some stature who lives near Rogan's Landing (an inn at by a river ford).

Over the years, the thieves' guild has grown into a network of wealthy businessmen capable of obtaining and selling magic items. Willowbarks is an excellent location to learn of new merchandise that can be stolen from adventurers. Previn and his apprentices often ambush and kill such groups and take the spoils. Usually the victims are given exotic drugs which are added to their drinks.

COMBAT TACTICS

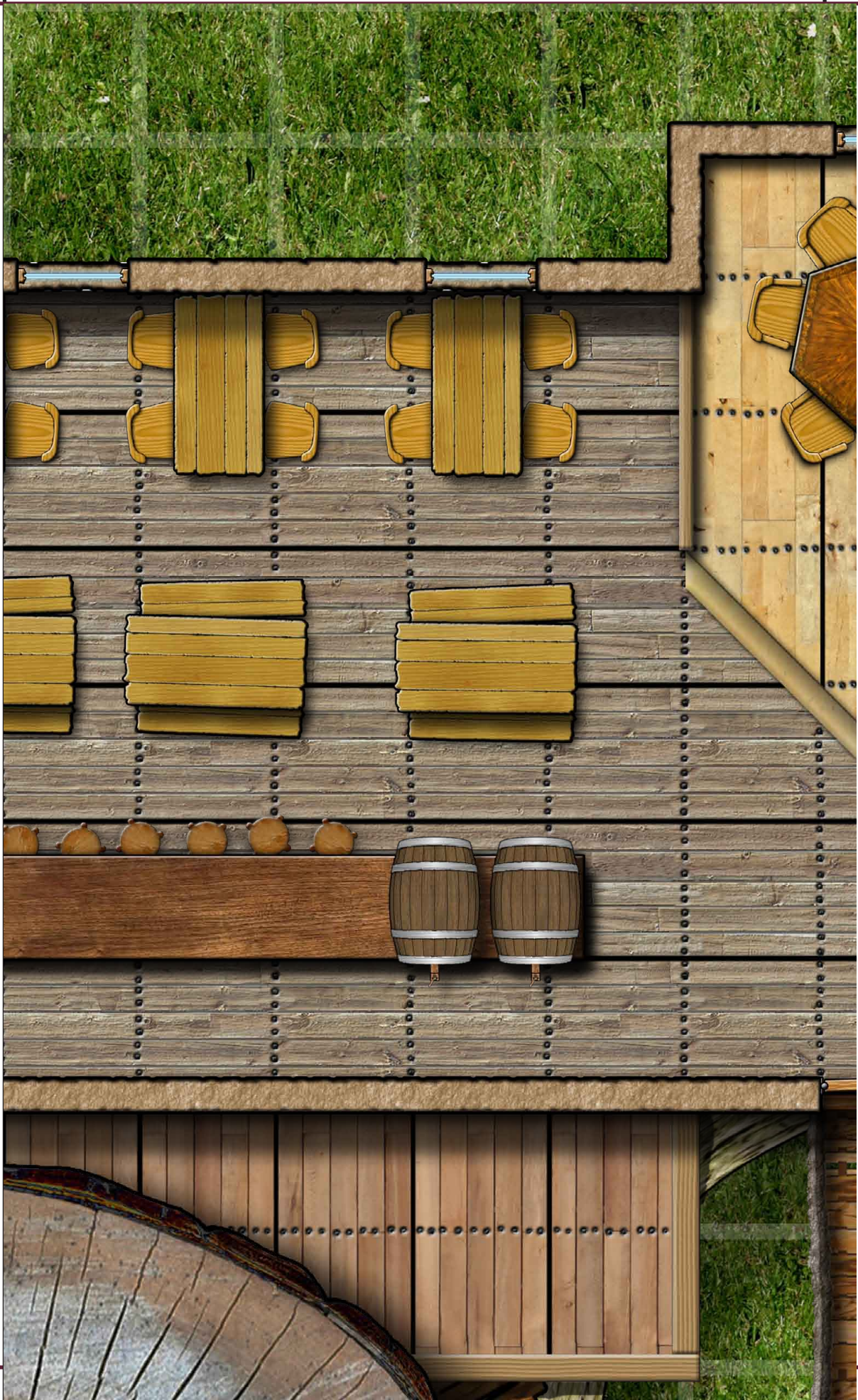
If at range, Previn targets wizards and warlocks first with a flash pot, attempting to blind them for a round. He then closes in on fighters and clerics and attempts to *easy target* the most threatening one, then *sneak attacks* in the next round. He relies on his apprentices to engage other party members.

If Previn is assaulted by many combatants, he blasts them with *cloud of steel* and either throws another flash pot or uses *ignoble escape* to free himself from the fray. If the combat goes poorly, he will use a last flash pot to help escape.

Thief Apprentice		Level 8 Skirmisher
Medium Natural Humanoid		XP 350
Initiative +7	Senses Perception +1; low-light vision	
HP 88; Bloodied 44		
AC 20; Fortitude 18, Reflex 19, Will 18		
Speed 6; see also shift tactic		
☞ Short sword (std; at-will) ♦ Weapon +13 vs. AC; 1d6+3 dmg.		
✔ Sand in the Eyes (std; encounter) ♦ Martial, Weapon +11 vs. Reflex; 1d6+3 dmg, and the target is blinded through the thief apprentice's next turn.		
✔ Rogue's Luck (std; encounter) ♦ Martial, Weapon +13 vs. AC; Hit: 2d6+3 dmg. Miss: Try a second melee basic attack.		
Sneak Attack (immediate reaction; once per round on a successful hit and after damage roll) Martial +2d6 dmg. Must have combat advantage against the target.		
Alignment Evil	Languages Common, Elven	
Str 10 (+4)	Dex 16 (+7)	Wis 12 (+5)
Con 13 (+5)	Int 11 (+4)	Cha 11 (+4)
Equipment leather armor, short sword		

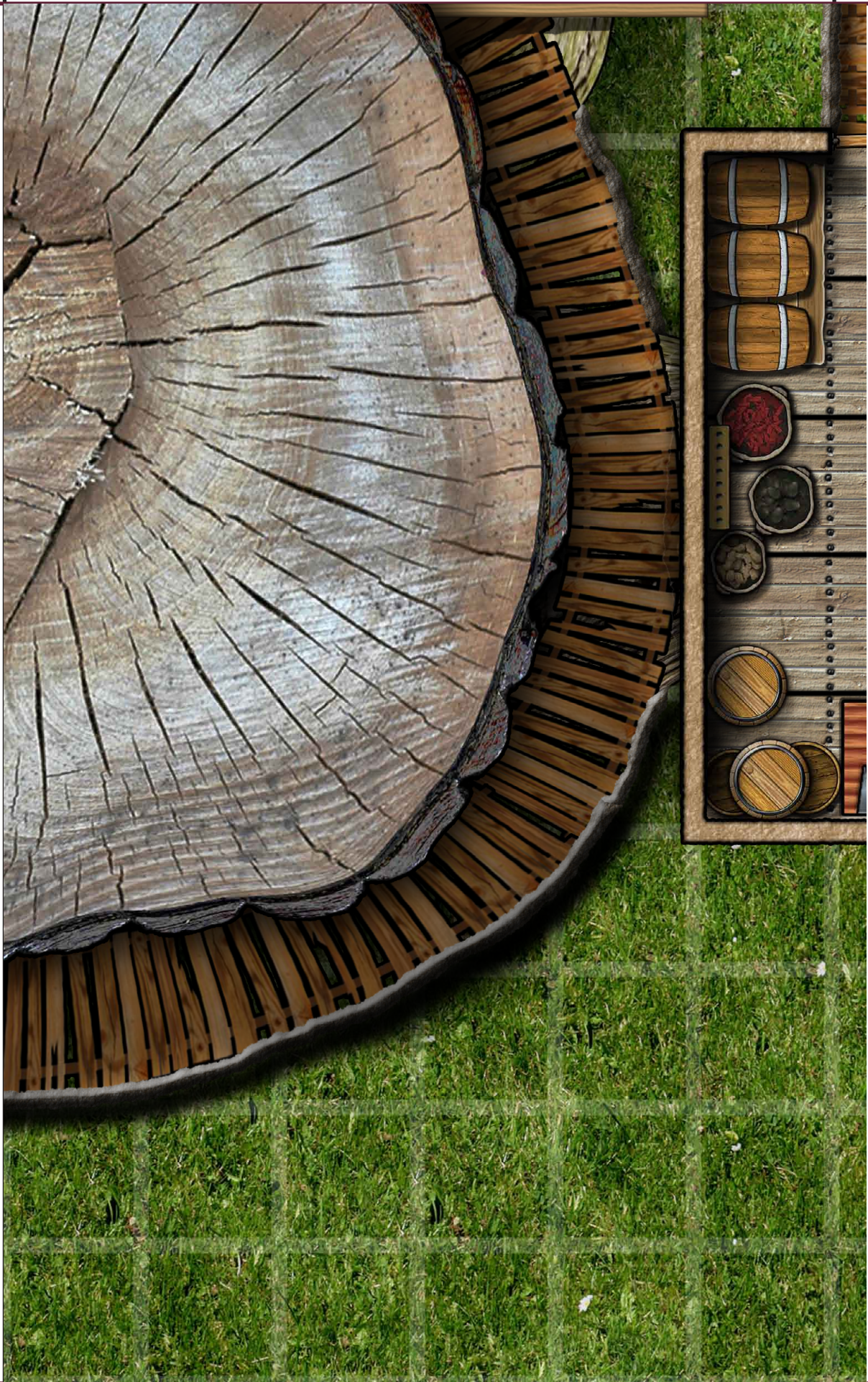
Previn Daerania		Level 13 Elite Controller
Medium natural humanoid (half-elf)		XP 1,600
Initiative +14	Senses Perception +13, low-light vision	
HP 198; Bloodied 99; 2 healing surges at 49 hp each.		
AC 25 (+2 against opportunity attacks); Fortitude 18, Reflex 20, Will 18		
Resist mettle; take no dmg from missed area or close attacks.		
Speed 6		
Action Points 1 (gain an extra move action and +3 on attack rolls with the added actions)		
☞ Dagger (std; at-will) ♦ Weapon +10 vs. AC; 1d4 dmg. Thrown: Ranged 10/15; +13 vs. AC; 1d4+4 dmg. Crit. +1d10 dmg.		
☞ Short sword +3 (std; at-will) ♦ Weapon +12 vs. AC; 1d6+3 dmg. Crit. +3d6+1d10 dmg.		
☞ Crossbow (std; at-will) ♦ Weapon, 2H Range 15/30; +12 vs. AC; 1d8+4 dmg. Crit. +1d10 dmg.		
☞ Deft Strike (std; at-will) ♦ Martial, Weapon Move up to 2 squares before attacking. +13(+16) vs. AC; 1[W]+4(7) dmg. Crit. +1d10 dmg.		
☞ Easy Target (std; recharge ☞☞) ♦ Martial, Weapon +13(+16) vs. AC; Hit: 2[W]+4(7) dmg, target is slowed and grants combat advantage to Previn (save ends both). Crit. +1d10(+3d6) dmg. Miss: half dmg; the target grants combat advantage through Previn's next turn.		
✔ Stunning Strike (std; 2/encounter) ♦ Martial, Weapon +16 vs. AC; 1d6+7 dmg, and the target is stunned through Previn's next turn. Crit. +3d6+1d10 dmg.		
✔ Deadly Positioning (std; daily) ♦ Martial, Weapon Slide target to any square adjacent to Previn then attack; +16 vs. AC; 3d6+7 dmg. Crit. +3d6+1d10 dmg. effect; Throughout encounter, Previn can slide the target 1 square before attacking it. special: wielding a light blade.		
☞ Cloud of Steel (std; 2/encounter) ♦ Martial, Weapon Close blast 5; +16 vs. AC; 1d6+7 dmg to each target within Line-of-sight in blast. Crit. +3d6+1d10 dmg.		
☞ Flash Pot (std; 3/encounter) Area burst 1 within 15; +13 vs. Fortitude; Hit: Any sighted creature treats all non-adjacent squares as concealing through Previn's next turn.		
Sneak Attack (immediate reaction; once per round on a successful hit and after damage roll) Martial +3d6 dmg. Must have combat advantage against the target.		
Ignoble Escape (move; encounter) Martial Remove a marked condition and shift up to 6 squares.		
Alignment Evil Languages Common, Elven, Draconic		
Skills Acrobatics +17, Bluff +13, Insight +11, Stealth +17, Streetwise +13, Thievery +15		
Str 11 (+6)	Dex 19 (+10)	Wis 11 (+6)
Con 15 (+8)	Int 17 (+9)	Cha 15 (+8)
Equipment 3 daggers, short sword +3, crossbow w/20 bolts, 3 flash pots, <i>bloodcut armor</i> +3 - spend a <i>healing surge</i> as a minor action when bloodied. Gain resist 10 to all damage through Previn's next turn.		

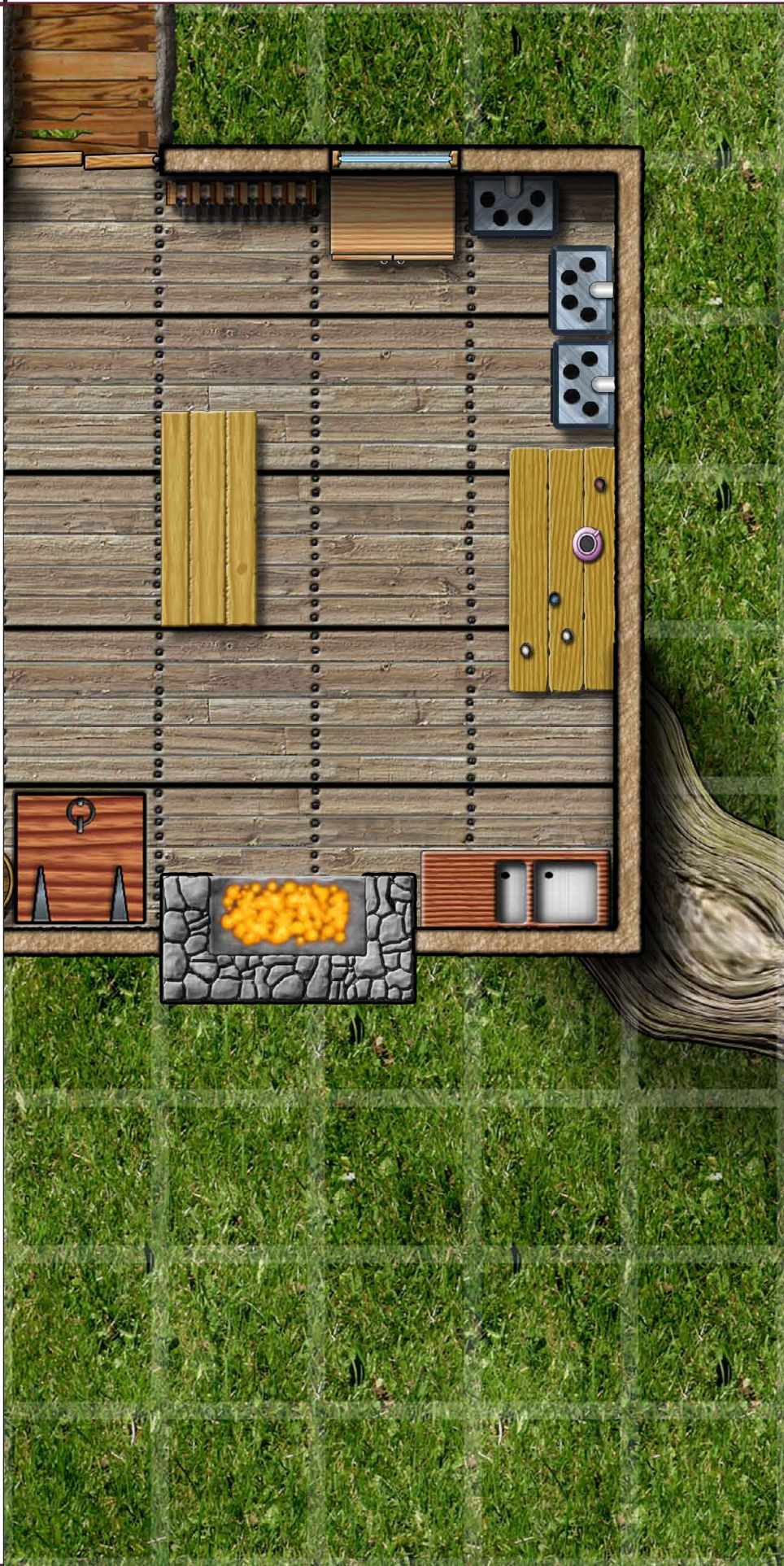


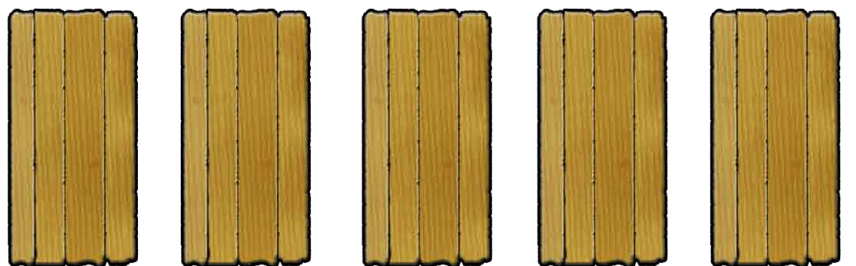
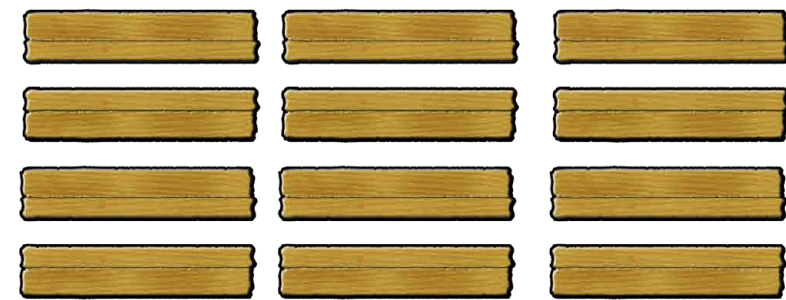
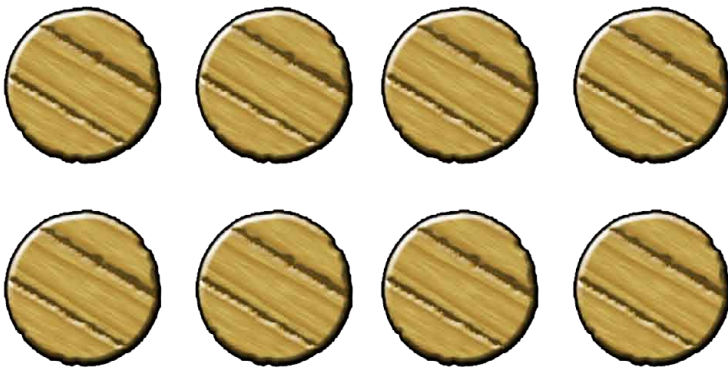
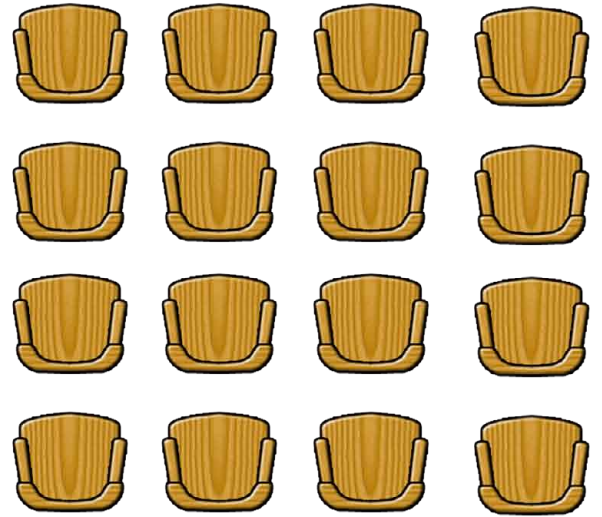
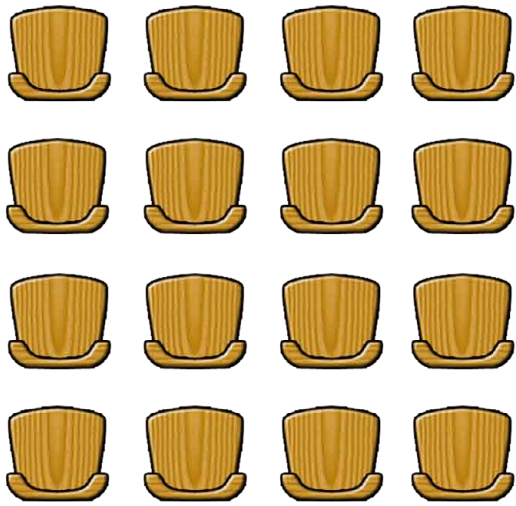
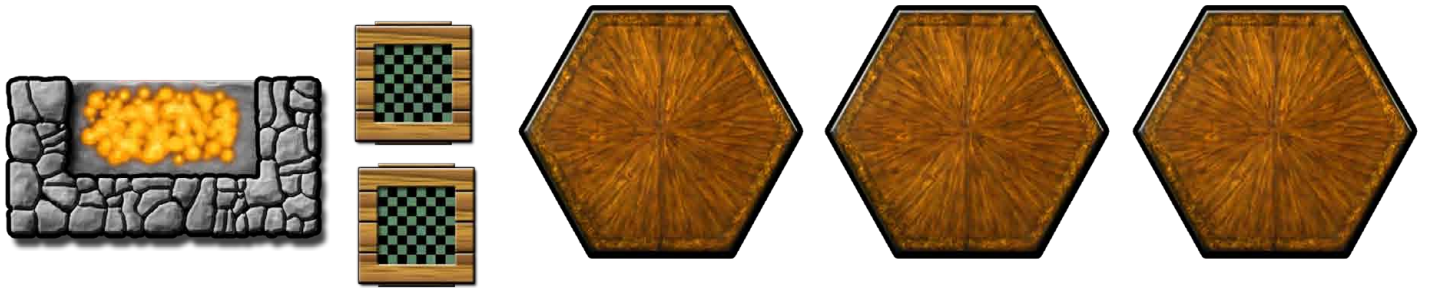












For use with the 4th Edition

DUNGEONS & DRAGONS

ROLEPLAYING GAME

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.