

FULL MOON SHINES

NEEEEEEEWWWWW!
AND IMPROOOOOOOVED!



AN ADVENTURE FOR 6TH-LEVEL CHARACTERS

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INTRODUCTION

Aaaaaaaa! Werewolves of Faerûn! Aaaaaaaa!
If you hear him howling around your kitchen door
Better not let him in
Little old lady got mutilated late last night
Werewolves of Faerûn again

Warren of Zevon, Lycanthropy Sage



WELCOME TO THE REVISED, IMPROVED Full Moon Shines! Full Moon Shines is an adventure for four 6th-level characters. It is set in and around Timbertown, a barony on the frontier of the Forgotten Kingdom

of Impiltur. For more about Timbertown – a self-contained starting area suitable for any campaign – see the author’s other titles on DMs Guild.

The adventure can be easily dropped into any setting, provided it has a town on a frontier. As it is self-contained, it is also suitable for convention play.

Mechanics

This adventure is designed to be played using only the 5th Edition Basic Rules and the System Reference Document (SRD). Of course the Player’s Handbook (PHB), Dungeon Master’s Guide (DMG), and Monster Manual (MM) contain all the information required and more, and you are encouraged to use them to their fullest extent.

Where the rules are referenced, if possible a link to the rule in the SRD will be included. Magic items and spells are in *italics* and monsters will be in **bold** (when first encountered in the text). Both will also be linked where possible.

WARNING!

Most of the encounters in this adventure are classified “Deadly” for a balanced party of 4 6th-level adventurers. The encounters will reward clever play and punish the unwary. Be forewarned: If your players are used to heedlessly rushing into battle, their characters will likely be slain. Be sure to discuss this possibility with them beforehand to avoid real-world conflict.

The encounters will probably need to be adjusted if your party is larger or smaller in size, or of a different level, than that noted above. A party of four 5th-level characters will likely find the combat encounters

impossible, and a party of six 6th-level characters will likely find them too easy.

“Balanced” means the core party roles of Warrior, Arcane magic-user, Rogue, and Divine magic-user are filled. The adventure is specifically designed to have something for every role to do: There are things to fight, magic to investigate, locks to pick, and very likely injured characters to heal. A party which lacks any of these roles will have a tough time.

If your party is of higher level, consider increasing the amount of foes the characters will face – if the encounter calls for 2 spiders, for instance, add another. Calculate the difficulty carefully, of course, using [Kobold Fight Club](#) or some other calculator.

Non-combat encounters are also provided. They are crucial to the successful completion of the adventure. You may judge success without reference to die rolls, of course, though success/fail mechanics are provided should you wish to use them.

GENERAL NOTES

Please familiarize yourself with the adventure by reading it thoroughly before play. You should know what is going on so you can improvise, if need be. Boxed text is to be read aloud to players. Please do not be a slave to the boxed text; feel free to paraphrase.

It is wise to print the pages containing the adventure proper double-sided, and to print the pages with monster statistics, maps, and player handouts single-sided. This assures ease of use in play.

BACKGROUND



SOMETHING HAS BEEN ATTACKING Timbertonians recently. Every time the moon shines brightly, someone is attacked. The victims – none of whom have been slain – each report being attacked by a great dog- or wolf-like creature which walks on its hind legs and has glowing green eyes.

There has been a corresponding upsurge in the sale of werewolf “cures” and folk remedies. Various herbs, from belladonna to garlic and rosemary, are no longer available, as the local stock has been completely wiped out due to fearful townsfolk spreading it about their houses. The Temple’s priests are working hours every day sanctifying enough holy water to satisfy demand.

People have begun wearing cheap metal icons as prophylactic charms. Each contains a few flakes of dried herbs, and is “guaranteed” to prevent werewolf attack. These are being sold by itinerant traders in the market. They're really coming out of a warehouse in the docklands, where a gang of lowlife criminals – calling themselves the Copperpot Gang – has set up a clever operation.

Whenever the moon is clearly visible, several members of the gang lurk in Timbertown's dark corners, waiting for a lone traveler. One wears a giant costume of a wolf on its hind legs, with glowing magic stones set into its eyes. This thug will leap out at the traveler. As the traveler panics, another two or three thugs will beat the poor sap within an inch of his life with weapons which make wounds resembling dog bites. They then rob the victim.

The thugs are very careful never to slay their victims, though they do beat them unconscious.

Setting the Hook

The clever DM will set up this adventure by foreshadowing. Mention it in NPC gossip during play at least one adventure before this.

De Herb, Mon. If the party is based in Timbertown, especially if the party are leaving town to go into the wilderness, mention the herb-supply problem – if they stop in at Nanny Hemmett's to stock up on *potions of healing*, for instance – and mention how more and more townsfolk are wearing amulets when they return. In addition, when the heroes seek rumors, the attacks are the only subject of gossip.

If the party is just passing through Timbertown, they can find out about the problem at any of the town's drinking and lodging establishments.

In Media Res. Irrespective of circumstance, the adventure begins when the heroes encounter a victim.

You're on your way back to your lodgings from the tavern, having had a few tankards of ale and a good meal. It's a crisp, cool evening, and the moon is nearly full and shining brightly.

Suddenly you hear screams and a horrible snarling. Before you can react, the air is rent by a terrifying howl, as though from a great wolf. The noise comes from an alley just ahead.

This should be an irresistible attractant to the heroes to run straight to the scene:

- There they'll find a person crawling toward the main street from an alley, bleeding, injured but still alive.
- He looks like he was savaged by a large dog.
- "I was attacked by a werewolf!"
- It was very dark so he can't say for certain what exactly he saw. All he knows for certain was that the creature was bigger than a man and strong, had glowing green eyes, and that it bit him savagely.
- The victim, Gebhard Stining, is currently in hysterics, because he believes that he's been the victim of a werewolf attack.
- He's terrified that on the next full moon (in a few days), he'll turn into a werewolf.

He won't, of course, because what attacked him was not a real werewolf. If the characters try to cure his ailment, they can, but nothing obvious will happen other than Gebhard will become calmer and thank them profusely.

Characters who wish to investigate the wounds can make a DC10 Intelligence (Nature) check to determine that the wounds are consistent with those inflicted by a large dog...or wolf!

New DM Caution. If your players know the rules about lycanthropy and start to metagame around them, caution them about it. Ask them, “But what do your characters know?” Chances are overwhelming that characters of this level will never have encountered lycanthropy before. They'll need to get more information before coming up with a plan.

Post In Media Res. If the players don't take the bait immediately, Gebhard finds them in their tavern the next day and makes a fuss. “These are the folks who saved me! Their drinks are on me!” Then he starts telling the story of how the heroes are the only people who can save the town from “the werewolf menace.”

As a last resort, if the players just won't take the bait, the heroes are summoned by the Captain of the baron's Warsword, Dev Gavienus, and deputized to solve the mystery. If the characters ask why the Warsword isn't on the case, Gavienus tells them that she's short-handed due to a hobgoblin incursion from the Redfeather Clan (see the Timbertown PDF). She's sent all the men she can spare to aid the Elagieros elves run off the raiders. **NB:** This has the added benefit of setting up another adventure, so don't waste it!

Assembling Information

As noted above, chances are the characters know nothing of lycanthropy. Timbertown has several sources of information should the heroes think to ask around.

If you want to make life harder for the players, use this technique: When they ask in-character questions, give them one bullet point per question. For example, if they ask, "What can you tell us about werewolves?" give them one bullet point. Don't give them any more unless they ask another question, either specific or general, like, "What else can you tell us?" Otherwise, the bullet-point information should all come out in role-playing at each "stop."

FEDEREC SERELL

Estenya's Tower is one of the first places they'll think to visit. Serell is a crotchety old grump, and provides help grudgingly.

Estenya's Tower is easy to spot from anywhere in town. As you reach to grasp the brass knocker, carved in the leering face of a kobold, it blinks at you. "Watchoo want?" it rasps.

The knocker acts as a doorman for Serell. It steadfastly refuses to allow anyone to enter unless convinced they have something interesting or profitable enough to interrupt the great Federec's magical research.

Skill Challenge. This encounter should be role-played. But as a last resort, the heroes can make a DC15 Charisma (Persuasion) check to gain entrance. This is a group skill check requiring the entire party to make three successes before suffering three failures.

Once they are permitted entry, Serell himself opens the door, annoyed the knocker let them in. He grudgingly permits them an audience, demanding they be brief, as he is very busy. An frightfully thin man, he sits in a great chair by the fire, using servants made of animated implements to do things like make tea and fetch particular books from his library.

What Serrell Knows. How exactly he responds to the heroes depends, of course, on what precisely they ask him. He knows the following information:

- Werewolves in human form can be identified by cutting the skin of the accused, under the pretense that fur would be seen within the wound. (False)

- Lycanthropes can only be harmed by magical or silvered weapons (true)
- Lycanthropes will always transform when the moon is full. (True)
- Some lycanthropes can control their shapes at will. (True) Note: This is a clue. After collecting this information, it may occur to a character (DC15 History check) that the attacks have not all taken place when the moon is full.
- Lycanthropy is a disease. If the wounds are immediately treated with a paste of monk's hood, wormwood and goose fat, the disease will be cured. (False; the patient will get very high, then die from the acotinine poison in the monk's hood within an hour of application, which in a manner of thinking is a cure)
- Serell has a small jar of this "cure" he will give to the party. He got it from a supplier down at the docks, but logically its efficacy is unquestioned. **Note:** This is the party's first real clue! This is one of the fake things being sold by the real culprits.



TANCREO FITZHUGH

A trip to the Temple nets an initial interview with an overworked chaplain—Helewyse Wintercut—who assures the heroes that the clerics are too busy to waste time with their questions.

Again, roleplay the exchange, granting access if the players are convincing. If you must involve the dice, use the same **skill challenge** as for Federec Serell.

They eventually gain an audience with Tancred Fitzhugh, who is a kindly, friendly, great bear of a man. He bustles around the warm, cozy room that comprises his quarters in the temple's cloisters, making tea, absent-mindedly inquiring after the characters' health.

What Tancred Knows. The chief priest knows the following:

- Lycanthropy doesn't really exist. Its sufferers are victims of delusion induced by a natural superabundance of melancholic humours. (False)
- The delusion of lycanthropy can be removed by casting *remove curse*. (True)
- Certain charms, such as one Fitzhugh shows them made of twigs of wolfsbane bound with silver wire, will keep lycanthropes from attacking. **Note:** This is their second clue. His assistant Wintercut got it from a man down at the Docks.

Dev GAVIENUS

When the PCs approach The Rock, they come upon the following dramatic scene. Play up the angry muttering of the crowd, the tension in the air mingling with seldom-washed bodies.

When you come into the square, you see a small crowd of people massed in front of The Rock's gates. The people are angry, waving torches and farm implements. The Captain of the baron's Warsword, Dev Gavienus, is standing on the parapet of the gatehouse, hands on hips, eyes blazing.

"You people go on home! There's nothing for you here!" she shouts.

"Yes there is!" retorts a grubby man near the front of the crowd. "You got one-a them wear-things in there. Bring it out so's we can kill it and break the curse!"

Gavienus thrusts a finger at the man. "That ain't happening, Bralgus Dyer," she snaps. "I have my duty."

"So do we!" shouts Dyer. "We got to do what's right for our'n!" The crowd mutters in approval.

Gavienus looks over their heads to see you watching. She points at you. "There, you see?" she says. "These folks are going to suss the whole thing out. You let 'em through and into my office, and go on home. It'll all be fine in the morning."

The crowd sullenly parts to let you through as Gavienus folds her arms triumphantly, smirks, and waits for you to join her.

Making their way through the crowd, the heroes notice each member is wearing a necklace consisting of a small bag of cheap cloth on a string. If closely examined, the bags have the holy symbol of Malar scrawled on in ink, and contain a bundle of various incredibly smelly dried herbs. A DC15 Intelligence (Nature) check (DC10 if proficient with herbalism kit) reveals the following herbs: vervain, wolfsbane, sage, hazel, and white oak.

If the heroes ask where they got the charms, the people will identify various vendors, all of whom are known to haunt the docks.

Once inside The Rock, Gavienus orders the gates closed and barred, muttering about how you can't be too careful. She then leads the heroes through a maze of corridors to her office.

The first thing the heroes spot is a great, hairy man in front of the fire, wrapped in a blanket, sitting on a stool.

Gavienus tells the PCs she brought the man inside for his own good, having come upon the mob, led by Bralgus Dyer, chasing him across the square.

The man is certainly imposing, with a heavy brow ridge and one thick, shaggy eyebrow, over beady black eyes and a thick beard. His huge, gnarled – but human – hands have rather long, curved fingernails, yet are daintily holding a cup of steaming hot tea.

Gavienus introduces the man as Mardo.

What Dev Gavienus Knows. Captain Gavienus know the following pieces of information:

- Werewolves look like Mardo when they're in human form. (False folklore)
- Mardo is a hunter and fur trapper who rarely comes into town. (True)
- Lycanthropy is caused by a victim being bitten by another lycanthrope. (True)
- Killing the werewolf's "sire" will cure the victim's lycanthropy. (False folklore)

Roleplaying Mardo. If you describe Mardo as a slightly smaller version of Robbie Coltrane's Hagrid from the

“Harry Potter” franchise and play him as Mongo from “Blazing Saddles,” you won't be too far off.

Mardo thinks deeply and ponderously on any question put to him. Even a question as simple and binary as, “Mardo, are you a werewolf?” should get a response like this:

Mardo sips his tea, scratches where his nose probably is within the matted tangle of his beard, and stares into the fire. He tilts his chin up to let his gaze bore into the ceiling. At length, during a pause broken only by the crackling of the fire, he rumbles his reply: “No.”

Gavienus is keeping Mardo under house arrest in The Rock for his own safety until the situation is resolved. Mardo is perfectly content to be locked up, as it involves a warm fire, soft place to sleep, and three meals per day with little to do other than stare into the fire.

Gavienus does not believe Mardo is a werewolf, much less the sire of werewolves. She's known Mardo for years, he's always looked like that, and he's never been a werewolf before.

When the characters leave The Rock, the crowd will have dispersed, though a few sullen stragglers will be watching the gates. Heroes who look around get the sense that the mob is only waiting for an excuse to lynch Mardo; whether out of the sincerely held belief that Mardo's death will solve the problem or just to vent their anger and frustration is immaterial. There's something in the air that's about to snap.

Elsewhere

If the heroes ask around elsewhere, they get the above rumors and information, if they haven't already acquired them.

They should also learn that nobody who has been “bitten” has as yet turned into a werewolf. Everybody has a friend whose cousin's uncle by marriage did last week, but nobody can seem to prove it, nor has anyone seen for themselves. If they don't think to ask the question, throw it out there in passing during roleplaying.

WIL0 (WERE)SOOSE CHASE

The characters may think to question those selling charms and cures down in the Docks. A vendor is easy to find.

“Psst! Worried about werewolves?” You see a ferret-faced little man peering out of an alley. “Come into my office!” He waves you into his alley with a grandiose gesture.

Pasted on the wall is a crudely-lettered sign reading, “Zubrum's Nostrums.” On a splintered old barrel is a box containing jars of salve and charms.

The little man smiles, showing an appalling array of crooked, broken, and rotting teeth.

Zubrum is a river-rat, who makes his living doing as little as possible, from fishing to unlicensed ferrying.

He's cunning enough to see that the characters are investigating, plus he's heard about the episode with the mob at the square. Like all the medicine-sellers, he's been told off to send the characters on a false errand to get them out of the way - for a little while or for good.

“Word on the street is there's a pack of 'em in the woods upriver a ways, up in the hills toward the Giantspires. There's an old crypt up there where the pack sire has made his lair.”

Of course it's a lie. The old crypt is indeed there, but it's got nothing in it but a pack of undead. The Copperpot Gang knows this, and uses the undead to dispose of inconvenient opponents like the heroes.

The characters can actually find the lair after most of a day of walking.

SILVERED WEAPONS

They may think to have their weapons silvered. Bhargrack's shop will perform this task for 100 gp per weapon (or 10 pieces of ammunition). It won't have any practical use, of course, other than fulfilling your duty as a DM to separate the characters from their resources as cleverly and rapidly as possible.

THE TAIL

Along the way, they will be discreetly trailed by a Copperpot Gang member, Burchwen Fletcher (neutral evil human female [scout](#)). She has no desire to attack the heroes, and uses her Stealth skills to trail them at a discreet distance. Her job is to tail the heroes, wait for them to enter the crypt, and wait for them to emerge.



If she doesn't, she is to report back to the Gang. If they do emerge, she precedes them on the trail back to town, setting a number of traps (see below).

After passing the milepost, a character who succeeds on a DC 10 Intelligence (Nature) or Wisdom (Survival) check spies a trail leading into the woods. The trail fetches up at a decrepit stone barrow.

The Barrow

On the north side of the barrow is a low door with stone steps leading down.

The narrow, low passage—Medium-sized creatures will have to stoop, imposing Disadvantage on attack rolls and saving throws while in the passage—makes a hard turn to the right before ending in a 30-foot by 30-foot room full of bones and the walking dead: 2 [wights](#) and 10 [skeletons](#).

The undead mindlessly attack until slain.

If the party defeat the undead, they find 2 [potions of healing](#), a [wand of the war mage +1](#), and a [cloak of elvenkind](#). They of course find no traces of were-creatures.



Back to Town

Surviving heroes are harried by traps on their return journey, all of which are easy to trigger/disarm or bypass:

Stinging branches. Burchwen Fletcher has tied saplings back to whip around and slash creatures which trigger the trap. A successful DC 15 Wisdom (Perception) (passive or active) check reveals a sapling. If triggered, the sapling makes a melee weapon attack with a +5 bonus against the triggering creature's AC. On a hit, the triggering creature takes 7 (2d6) slashing damage.

Hunter's snare. The classic loop of rope on the ground, camouflaged with leaves. A successful DC 15 Wisdom (Perception) (passive or active) check reveals the disturbed leaves. When a creature fails to notice the trap and passes within 5 feet of it, that creature must make a DC15 Dexterity saving throw. On a success, the creature dances out of the way in the nick of time. On a failure, the rope is snapped tight around its ankle, it's hauled into the air and bashed among the tree trunks for 10 (2d10) bludgeoning damage. After taking the damage, the character is [restrained](#) and left hanging 15 feet in the air until freed.

Otherwise, the journey back to Timbertown is uneventful. Burchwen Fletcher arrives at Timbertown before the party, of course, unless the party can fly or otherwise travel very quickly indeed. The Copperpot Gang is aware of their survival and impending arrival, and Zubrum has disappeared.

Setting a Trap

The players will certainly think of lurking in the streets on some subsequent night to set a trap for the beast. They have three days until the moon is full.

Daytime

Characters who investigate during daylight hours easily find charm and cure vendors to observe. If they think to follow a vendor or vendors, that vendor will, after being tailed a few dozen meters, glance furtively from side to side, then duck into a narrow alleyway. From there, it's a contest between the vendor's Dexterity (Stealth) check and the following character's Wisdom (Perception) or Intelligence (Investigation) check.

Treat the vendor as a [bandit](#).

If the vendor succeeds at the Stealth contest, he disappears. **Note:** the vendor is also watching to see if he's followed; if the character following makes no effort to be stealthy, the vendor spots the tail and bolts into another alleyway. If the character is trying to be stealthy, the contest checks are reversed.

Skill Challenge. If the vendor and the character are both trying to use Stealth and well as Perception, that's a lot of contests. To shorten the process, roll contests until one "side" experiences three successes: If the vendor wins, he disappears into a maze of alleys. If the character wins, she successfully follows the vendor to the gang's hideout.

ENCOUNTER: BACK-ALLEY BRAWL

If the character wins, read or paraphrase the following:

You've been following the vendor for what seems like hours, your muscles tight with tension. Sweat trickles down your back, between your shoulder blades.

The stink in these alleys is appalling, from rotting garbage to offal to the sewer-like gutters. You cringe as you step in something best left unidentified.

You round the last corner, panting for breath, just in time to see the creature disappearing through the door of a ramshackle dockside warehouse.

It is a two-story affair, large, windowless, with a human-sized door – through which you saw the creature disappearing – and a larger barn-type door through which wagons might easily drive. There is a small courtyard between you and those entrances.

Before you can decide whether to dash across the courtyard or not, a heavy hand slaps onto your shoulder.

"And where might we be goin', me lovely?" says a gravelly voice. The hand spins you roughly around to reveal a half-dozen hard-looking men, all scars and callouses.

Treat these thugs as, well, **thugs**. There are 6 thugs (8 if there's 2 characters).

Tactics. The thugs warn the character to "buzz off, and stop stickin' yer nose in where it don't belong." If the character offers violence, they don't hesitate to reciprocate, though they don't wish to kill the character outright. They have wooden clubs rather than maces, and strike to subdue, not kill. If more than half of them are slain, the rest Disengage and flee.

Development. As they land the killing blow on the character, read:

One of the thug's clubs hits the side of your head so hard the world goes dim; all you can see are stars. Before it fades entirely to black, one of the thugs – whose breath is nauseating, you're amused to note, because who notices such a thing at such a time? – spits at you, "Steer clear of this place, see? You and yer mates. Or you'll get worse." Then, velvety blackness.

The unconscious character will be dumped on the steps of wherever the heroes are staying. Nobody will recognize the men dumping the body, as the gang's enforcers are recruited from itinerant sailors and barge-men.

NIGHTTIME

Characters who scout the town during the night have a 50% chance to spot a great, shambling beast walking on its hind legs. This creature furtively darts from dim alley to dim alley.

Characters may give chase. If so, they hear a sharp whistle (from gang-member lookouts specifically tasked to keep watch for just such an occurrence), and the beast flees.

Chasing On Foot. Chasing characters on the ground will be confounded by a convoluted route through the shambles of the alleys in Timbertown's docklands, into which will be placed obstacles—like piles of barrels and crates, crowds of passers-by shouting "Look! There it goes!", carts which pull across an intersection just in time to get in their way, that sort of thing—which slow pursuing characters just enough that the beast remains tantalizingly ahead.

Play this dramatically. If you decide something blocks their way, allow a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to dodge or vault over the obstacle, after which pursuers will get a glimpse of the creature rounding a corner a few dozen yards away.

Chasing Via The Rooftops. Characters on the rooftops are harried by crossbow bolts fired at them from cunningly-concealed gang members. Heroes may make Wisdom (Perception) checks opposed by the gang members' Dexterity (Stealth) checks. If a gang member realizes he's been spotted, they flee.

Note: This chase is an obvious clue that there is something more to this affair than meets the eye. Why would werewolves have humanoid assistance?

At any rate, heroes won't capture the fake werewolf. They may capture a gang member, however.

The Jig is Up

If the heroes capture a gang member "running interference" for the fake werewolf, he can be made to talk. Avoid rolling dice if you can; let the players role-play through the questioning.

The captured gang member's name is Eckhard. He is a Sembian **thug** who came to Timbertown as a caravan guard some months ago. He lost all his money and equipment gambling in Tomlin Underoak's speakeasy, and thus penniless has descended into a life of crime. He has no real loyalty to the Copperpot Gang, and if the heroes promise him freedom, Eckhard happily rats them out before fleeing into the night, never to be seen again.

He tells the heroes how to find the gang's hideout. He knows nothing about the gang's plans; he was instructed to hide (behind some crates if street level, behind a chimney if on the rooftops) and watch for people pursuing the beast. He was to fire his crossbow at pursuers, but it broke; he was attempting to repair it when the heroes caught him. That is all he knows.

Run to Ground

The characters will not catch the fake werewolf, but they can follow it back to its "lair."

Chasing On Foot. Characters who follow at ground level will have their frustration at not catching the creature be rewarded when you read the following:

You round the last corner, panting for breath, just in time to see the creature disappearing through the door of a ramshackle dockside warehouse.

It is a two-story affair, large, windowless, with a human-sized door – through which you saw the creature disappearing – and a larger barn-type door through which wagons might easily drive. There is a small courtyard between you and those entrances.

Before you can decide whether to dash across the courtyard or not, you hear the snap of a crossbow firing, and a bolt thuds into the building next to you!

ENCOUNTER: OUTSIDE THE LAIR

There are 2 gang members (neutral evil human male **bandits**) in the shadows of the warehouse's

roof. Spotting the gang members' firing position is an opposed check, between the bandits' Dexterity (Stealth) and the heroes' Wisdom (Perception) or Intelligence (Investigation) check. The gang members enjoy advantage on their checks as well as **half cover** from the ranged attacks of creatures in the streets below. Characters on the roof opposite can clearly see the archers, however, and have no such penalties to their attacks.

The gang of thugs mentioned in the **Back-Alley Brawl** encounter above confronts heroes on the street level.

The enemy have no stomach for a fight with well-armed adventurers. If there are heroes on the rooftops, the bandits firing from the warehouse's roof flee into the warehouse's interior. On the street level, when the second thug falls the others Disengage and flee.

In any case, the remaining gang members in the warehouse are aware of the heroes' approach and are suitably prepared.

Final Showdown

(See map for lair layout)

This warehouse is where the Copperpot Gang run their operation. They make the charms and foul unguents here in-house. They also dress one of their member in the werewolf costume and send it forth from here to wreak its fear and confusion.

Setting In

There are two ways into the warehouse: the courtyard-level entrance and a trap door in the roof.

The trap door leads onto a rickety, 5'-wide wooden catwalk which runs around the walls of the warehouse, 20' over the floor. Ladders in the southwestern and northeastern corners of the map lead to the warehouse's floor.

Along the roof, there is a crane apparatus which consists of a block-and-tackle device on rails which can be positioned over any point of the warehouse's floor. This apparatus can be accessed by the catwalk. At the start of the encounter the crane is at the center of the southern wall—exactly where the ladder from the trap-door leads, and where a hero on the catwalk can leap onto it and ride it across shouting "What ho!" to leap onto the platform (see below).

The main door—in the center of the eastern wall—leads onto the warehouse floor. A third of the northern wall is taken up by a wooden platform 10 feet off the floor. There is a waist-high railing surrounding the platform. Heroes on the catwalk can see the furniture on the platform—a desk, two bookcases, a conference table, and two chests—clearly some sort of office.

There is a set of wooden stairs leading from the floor to this platform. There are two humans on this platform, a burly man with an eyepatch (neutral evil human male **knight**, substitute greatclub for greatsword, and substitute bludgeoning for slashing damage), and a woman wearing a gray wolf pelt as a cloak, the head over her own as a mask. (chaotic evil human femal **priest**).

Under the platform is a walled-off privy and open sleeping area consisting of a half-dozen cots with blankets. Each cot has a duffel beneath.

On the floor of the warehouse, against the far wall, are stacks of crates and barrels. Against the south wall are four rough-hewn tables, each littered with the components to make the products being sold to the people of Timbertown. The stench of the various herbs is almost overpowering.



In the center of the floor is a chair, next to which is a low table. Draped over the back of the chair is the upper half of a were-wolf costume. The table has cosmetics, as well as a sewing kit; these are for touching up the costume.

Crouched behind the tables are 4 **thugs**, armed with crossbows and clubs. Just coming down the stairs is another **thug**; he is also armed with a crossbow. The final **thug** is still wearing the lower half of the were-wolf costume, and is armed with the metal clubs cast to resemble dog bite marks. (Treat the clubs as equivalent to the mace listed in the thug stat block.)

The burly man in the eyepatch—Erasmus Thane—taunts the heroes as they enter.

The hulking man on the platform sneers at you.

“So, children,” he says in a gravelly voice. “You’ve found us out!”

He gestures to his henchmen in the warehouse, each of which has a crossbow trained on you, and crosses his arms. You can see the muscles of his forearms bulge.

“The way I see it,” he continues. “There’s two ways this can go. You can take your pick out of the swag chest—” he nods toward one of the large, iron-bound chests on the platform—“and go. No harm done, and we’ll clear out of town by dawn. We’ve milked this as much as we can, anyway, since you started interfering. We’d have gotten away with even more if it hadn’t been for you meddling kids.”

“That’s the easy way.” He unfolds his arms and loudly cracks his knuckles before picking up a massive, steel-shod war club as long as he is tall. “The hard way is you can get dead,” he says, every word dripping menace. “We got the drop on you. There’s no need for this to get ugly. What say you?”

Thane waits for a few seconds (but only a few seconds!) for the heroes to make their choice.

Come Get Some. If the heroes decide to attack, roll initiative and have fun.

Go On, Then. If the heroes decide to take Thane’s bribe and let the gang go, the gang waits until the heroes gather on the platform to select their bribe before attacking.

TACTICS

The Copperpot Gang begins by using their ranged attacks. The gang only engages in melee if it’s

absolutely necessary; they're con men and thieves, not dedicated to a cause.

Roll initiative for the leader and his priest separately. Also roll separately for the groups of thugs: The four thugs behind tables are one group, and the thug in the wolf costume and the thug on the stairs are the last group.

On their turns, each group acts as follows:

- The priest casts *spiritual weapon*, then uses it as a bonus action on her turn thereafter. On her second turn, she casts *spirit guardians* on herself, designating her fellow gang members as friendly. Thereafter she uses *sacred flame* unless she or Thane is reduced to 50% of their hit point maximum or less; at that point she uses a *cure wounds* spell. If she must engage in melee, she uses her mace.
- Thane fires his crossbow at a hero, then drops it, picks up his greatclub, and move to attack the nearest hero he can engage. He uses his Leadership ability for the entire combat, shouting curses and exhortations at his thugs (this is essentially a non-magical version of the priest's *bless* spell).
- The thugs at the tables flip them over and use the tables as half cover to make ranged attacks with their crossbows, only engaging in melee if they absolutely must.
- The thug in the wolf costume charges heroes coming through the main doors. If the heroes only come through the roof, he charges any creature which drops to the main floor. In either case, he uses only the metal wolf-jaw clubs. The thug on the stairs fires his crossbow, then move to join the thug in the wolf costume in melee.

If their leader falls, surviving gang members Disengage and flee. If they can't flee, they surrender.

TREASURE

The chests on the platform are locked and trapped.

Lock. The lock is picked on a successful DC 18 Dexterity check with thieves tools. The lock can be broken by dealing 16 bludgeoning damage to it. Doing so sets off the trap.

Poison Gas Trap. A flask of poison gas is hidden within the treasure chest's lock. Opening the chest without the proper key causes the gas to explode outwards, delivering a dose of poison.

When the trap is triggered, a creature within 10 feet of the chest make a DC15 Constitution saving throw or

take 3d10 poison damage and be poisoned for 1 hour. The gas dissipates after 1 minute.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the gas flask. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the gas flask from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

Chest 1. 800 cp, 1,100 sp, 50 gp

Chest 2. 4 lbs. of cooking spices (8 gp), 3 agates (10 gp ea.), embroidered handkerchief (25 gp), silver goblet (25 gp), silver gilt pitcher (25 gp), platinum locket (25 gp)

Assorted Treasure. Scattered on the persons of the gang, in the desk, and in their belongings around the cots is the following:

1 disguise kit (25 gp), 2 herbalism kits (5 gp ea.), 2 *potions of healing*, a *bag of holding*, and a total of 23 gp, 52 sp, and 142 cp.

The priest is a cleric of Malar, and carries the appropriate holy symbol. At your option, her presence in Timbertown may be cause for another adventure, for the clergy of Malar aren't welcome in Impiltur.



Conclusion

Failure

If the heroes failed to foil the gang, they're not killed. They're knocked unconscious and dumped on the steps of their lodgings. They've been thoroughly looted, as have been their rooms; they're penniless and in their underpants, unless they've been really cunning about hiding some wealth away.

Victory

If the heroes are victorious, Dev Gavienus is keenly interested. She puts proof of the gang's charade on public display at the Guildhall for all to see, though the conviction of those who think they are now were-creatures will take months to subside.

Captured or Killed?

If the heroes thought to subdue Erasmus Thane instead of killing him, Gavienus locks him in irons in the cells of The Rock until Baron Ferrand can hear his case in a few days. The heroes are called as key witnesses. After a perfunctory trial, Thane is found guilty and sentenced to five years hard labor at the Baron's sawmill five miles upriver in the Dunwood. At your option, he escapes after some months, returning when the heroes least expect it to plague them as a recurring villain out for revenge!

The priestess, should they capture her, remains silent throughout her trial, giving no name. The Baron and his staff are greatly disturbed by the presence of a priest of Malar in Timbertown, and send her down the water to New Sarshel to be dealt with by the Grand Council there.

The Baron

A grateful Baron Ferrand rewards the party with healing magic from the Temple to ease any wounds they sustained in the showdown. The day Thane is sent upriver, Ferrand declares a fete in the party's honor, ordering ale casks broached in the market square and a pig roast for all the townsfolk. At the festival, he awards them medals (worth 10 gp each for the gilded bronze from which they're made) which are accompanied by the honorific "Shield of Timbertown."

Privately, after the festival, Ferrand presents them with 150 gp each from his own coffers as a reward. He insists that anything the heroes found in the gang's chests be turned in, to be returned to the townsfolk the gang bilked, though he cares not about the personal items they collected from the gang members.

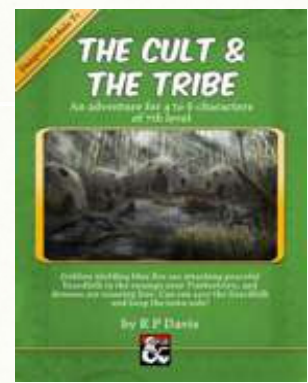
Extras

If the heroes roleplayed through the investigation phase of the adventure rather than resorting to dice, you may wish to award them a bonus of 300xp each.

Continuing the Adventure

Baron Ferrand makes it known that he will be calling on the adventurers' heroism again, if needed. In fact, he offers them the job of transporting the priestess of Malar to New Sarshel, or Thane upriver to the logging camp.

There are also a number of other adventures set in Timbertown; click the images for more information!



CREDITS

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LAYOUT

R P Davis, assisted by Nathanaël Roux's [InDesign Template](#)

WHAT DO

I learned this rule from Chris Perkins, watching him run games for Acquisitions Incorporated, ensuring that Patrick Rothfuss's rogue always had a chandelier to swing on. *Always* have a chandelier. Or something.

RULES LAWYERS

Glenn Moyer and Tom Dykstra inspected the adventure for rules issues.

EDITOR

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R P Davis is a best-selling freelance writer, editor, and adventure designer who's been writing games since the 1980s. He's a Mithral-best-selling author on [DMs Guild](#), and he's written for [The One Ring Roleplaying Game](#), [Pugmire](#), and [Odysseys & Overlords](#). You can find him on [Facebook](#), [Twitter](#), and [his website](#). You can help him keep making games by becoming his patron on [Patreon!](#)

He owns and operates Kabouter Games, a new publisher of tabletop roleplaying games and supplements.



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