

A Ban on Bandits

You've been adventuring together for a little while, and you've just arrived in the coastal town of Pondacre. The local guard captain has requested your aid with the town's bandit problem.

The bandits have become more and more aggressive in recent weeks, and he worries that things might escalate beyond their current stealing of valuables and trinkets.

Unfortunately the town guard have made little progress tracking down their base of operations, since people are unwilling to discuss such matters with guards. As outsiders, this is where he hopes you will be able to help.

It's fairly late in the day when you arrive. As you step into the market square you hear a scream and various crashes coming from one of the stalls. However you barely have time to register the prone man on the ground by the stall, or the figures fleeing into the distance, before your view is obscured by other market-goers crowding around to see what's going on.

As the town guards arrive on the scene, the onlookers slowly disperse.

Wisdom (Perception) to notice anyone that might have seen something, or Intelligence (Investigation) to examine the area for anything that might help.

1-5 The wife of the murdered man (Simon); Jennifer "Jen"

"It all happened so fast; all I remember is they smelt funny..."

6-10 The butcher a few stalls up; Thomas

"Blasted thugs knocked my stall over. Saw 'em running off that way."

11-15 Guard over "that way"

"I went to help the butcher, but I did hear them mention the docks..."

16-20 Beggar down the street

"Bunch of running men fell over me. Stank worse than I do! Like the ocean or fish or something."

20+ Rogue

"I seen 'em around all the time. They hang out at the old fishery."

Off Market District:

* Upper Quarter

* Waterfront District

* Old Town

At the docks: numerous warehouses and similar buildings. All pretty run down; it's hard to tell which are abandoned and which are just closed for the day.

- * A warehouse for storing cargo
- * A shipbuilders
- * A fishery
- * A tavern with its lights still on
- * Several other storage warehouses
- * A tour-boat operator

The encounters were balanced for 4-5 level 3 characters

Easy: 3-5 crocodiles

Easy: 2 thugs, 3-5 bandits

Medium: 2 scouts, 2-3 thugs

Hard: 1 bandit captain, 1-2 thugs, 2-3 scouts

Boss: 4 players - 1 chuul, 5 players - 1 xorn

The fishery led through the sewers to a summoning circle where the bandits were actually cultists summoning a big nasty thing