

THIS ADVENTURE BOOK IS 4E COMPATIBLE

FROM HERE TO THERE



GOODMAN
GAMES

NINE ALL-NEW ADVENTURES!

TABLE OF CONTENTS

ADVENTURE	LEVEL	AUTHOR	PAGE
THE QUICK AND THE DEAD	12	AERYN RUDEL	4
WHEN MADNESS SEEPS THROUGH	5	PHILIPPE-ANTOINE "CHATTYDM" MENARD	12
THE DEADLY BLUE YONDER	13	BRANDES STODDARD	20
THE TOLL STATION	6	ADRIAN POMMIER	26
THE CROSSING	4	CHRIS DIAS	36
THE HANGING TREE	5	LEE HAMMOCK	44
FLYING HIGH	2	COLLEEN SIMPSON	50
MYSTERY AT THE WANDERING WINESKIN INN	5	KEN MCCUTCHEN	60
THE HUNTING PARTY	2	BRANDES STODDARD	67
APPENDIX: NEW MONSTERS			74



THE QUICK AND THE DEAD

AN ADVENTURE FOR 12TH-LEVEL CHARACTERS

By Aeryn “Blackdirge” Rudel

The Quick and the Dead is a short adventure designed for five 12th-level characters. The adventure can accommodate any mix of characters; however, a controller that can negate some of Tarthalus’ magic and slow the quicklings down would greatly benefit the heroes. See the “Scaling Information” section for ways to tailor this adventure to your group’s unique style of play.

ADVENTURE SUMMARY

The PCs are en route to their next adventure, moving down a well-traveled road in daylight. They pass through a thick copse of trees and are ambushed by a group of quickling muggers. The quicklings, however, do not attack to kill; instead, the little fey attempt to snatch a valuable item from each PC and a traveling merchant and then race off into the forest.

Unable to keep pace with the speedy quicklings, the PCs must track the thieves if they wish to regain the stolen items. Following the trail of the quicklings leads the PCs to a shack in a small clearing deep in the forest.

In the clearing the PCs are ambushed again by more quicklings; however, this time the quicklings attack to kill. After the PCs defeat the quicklings, they can explore the shack. Although the shack appears empty, a search reveals a trap door leading to underground chambers.

The subterranean redoubt is the lair and workshop of a twisted satyr warlock named Tarthalus, who has been using the quicklings to lure victims back to the shack. Tarthalus uses the bodies of the theft victims in necromantic experiments. The PCs need to confront Tarthalus and his undead minions in the satyr’s workshop, ending his predations on travelers once and for all.

GAME MASTER’S INFORMATION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance.

Loc – the location number keyed to the map for the encounter.

Pg – the module page number that the encounter can be found on.

Type – this indicates if the encounter is a trap (T), skill challenge (S), combat (C), or non-challenge (N).

Encounter – the key monsters, traps, or NPCs that can be found in the encounter.

EL – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	3	C	5 quickling muggers	12
2-1	5	C/T	5 quickling muggers 1 net trap	13
3-1	7	C	2 juju zombies	11
3-2	8	C	Tarthalus, satyr warlock 2 juju zombies	14

SCALING INFORMATION

The Quick and the Dead is designed for five characters of 12th level. The following changes are suggested when adjusting the adventure:

Weaker Parties (10th level or lower, or 3 or fewer characters)

- ♦ Remove a quickling mugger from Encounter 1-1. This reduces the encounter to EL 11.
- ♦ Remove a quickling mugger and the net trap from Encounter 2-1. This reduces the encounter to EL 11.
- ♦ Remove two levels from Tarthalus in Encounter 3-2. This reduces the encounter to EL 13.

Stronger Parties (14th level or higher, or 6 or more characters)

- ♦ Add a quickling mugger to Encounter 1-1. This increases the encounter to EL 13 encounter.
- ♦ Add a quickling mugger to Encounter 1-1. This increases the encounter to EL 14.
- ♦ Add a juju zombie to Encounter 3-1. This increases the encounter to EL 12.
- ♦ Add a juju zombie to Encounter 3-2. This increases the encounter to EL 15.

ADVENTURE BACKGROUND

Tarthalus is a very odd satyr. He is not interested in normal satyr pursuits: wine, music, and the all-consuming search for merriment. Tarthalus has other, less savory interests that have made him an exile from the Feywild, earning him the wrath of Titania and the Summer Court.