

# The Magistrate's Daughter

A Dungeons & Dragons® Adventure for Level 1 Characters

By Neil Ellis



# **The Magistrate's Daughter**

A Dungeons & Dragons®  
heroic tier adventure  
for level 1 characters

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DUNGEONS & DRAGONS 4<sup>th</sup> 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  
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## Background

Once the bright point of civilization on Narse, Ancient Kharanthool has long since fallen from glory. Countless ages have past, the monuments of a once great people reduced to rubble and folk tale. Bards still sing the ancient songs, the origins lost to time. The common people occasionally look towards the mountains, as if some silent force beckoned them closer.

The once mighty Empire of Kharanthool was fragmented; a series of Kingdoms, Baronies and city states now dominate the lands. War and strife are common as petty nobles fight for power and dominance. Hordes of monstrous races live in the darker places, attacking the peaceful people without warning.

Still not all is lost, the ancient blood of Kharanthool still courses through the veins of some. The magic of that time will soon come to be seen on Narse again.

The Spinner of Webs is ever watching as she spins her intricate weave of fate. Within the town of Caindel events are transpiring. Though humble in origin they may have consequences far reaching.

## Adventure Synopsis

Evelyn, daughter of local Magistrate Victor D'blasin has run away with her fiancé Alex, son of Baron Kaliek. The Magistrate hires the party to retrieve his daughter and her fiancé before the Baron arrives the next morning. Alex has actually taken Evelyn to a hunting lodge, where he is going to kill her and then blame a group of bandits that are a thorn in his father's side.

The adventure is broken down into seven encounters:

1. The Tavern Brawl
  - This encounter is designed to bring the PCs to the attention of the local Magistrate.
2. The Offer
  - Depending on the outcome of encounter 1 the PCs are offered a job and are escorted to meet with Magistrate Victor D'blasin.
3. The Job
  - This skill challenge allows the party to learn more about the job and the personalities involved.
4. The Bandits
  - This encounter introduces the party to a group of bandits working in the

Great Forest. The bandits will reappear in later adventures.

5. Goblin Ambush
  - As the party heads towards the hunting lodge they are beset upon by Goblins. One of the goblins has a note written by the Prince indicating that anyone heading to the hunting lodge is to be dealt with.
6. Over Yonder Hills
  - This skill challenge allows the party to arrive at the hunting lodge before dark. Failing the skill challenge results in arriving after dark and the NPCs will gain a surprise round.
7. The Hunting Lodge
  - The final combat of the module and the heroic rescue. The PCs will discover evidence that Alex, who has fled the scene, planned to frame the bandits the PCs met earlier for the kidnapping and death of Evelyn.

## Preparing For Adventure

### About This Adventure

"The Magistrate's Daughter" is the first in a series of adventure's released by [dungeonsmaster.com](http://dungeonsmaster.com). The adventure has the PCs working for the local Magistrate to rescue his daughter. As the DM you will want to read through the module before beginning play. Familiarize yourself with the layout of the various encounters to ensure that everything runs smoothly. The layout of the adventure is linear with each encounter progressing to the next in logical order.

### What You Require To Play

The adventure includes all the encounters and challenges the PCs will face. Also included are the maps you will need to run all the tactical encounters. You will also require the Dungeons & Dragons 4e rule books. These include the Player's Handbook, Dungeon Masters Guide, and Monster Manual. As mentioned above ensure that you have read through the module and are familiar with all of its elements.

### Handling Skill Challenges

Skill challenges are an opportunity for creativity and role playing. The challenges in this module do not have

set DCs. Rather they are ranked as easy, moderate and hard. Consult the DMG and errata for the appropriate target DC. DMs can modify the DC up or down as they see fit.

This allows you to customize the skill challenges to your group. Everyone has a different approach on how skill challenges should be run and some groups will enjoy them more than others.

Remember to reward player creativity during skill challenges. If a PC attempts to use a skill that isn't listed in the skill challenge, determine an appropriate DC and let the PC attempt the roll. Remember, saying yes makes the game more fun for everyone.

### Running the Tactical Encounters

The tactical encounters all have common elements which are explained below.

#### Encounter Level

All of the tactical encounters assume that the party is composed of five PCs. When the encounter is completed each PC earns the XP listed in the Rewards Summary section at the end of the module. See the DMG for more information on XP and rewards.

### Setup

This area of the tactical encounter provides a basic description of the encounter. It places the encounter within the context of the adventure as a whole. It will also list the monsters or NPCs that the party will face. Each monster is referenced with a letter to allow you to identify it on the tactical map. Finally the setup section provides a brief explanation of what the NPCs are doing as the encounter begins.

### Read-Aloud Text

The read-aloud text is designed to set the mood of the encounter. It will also provide clues to the PCs about the environment and what they are aware of at the outset of the encounter. You may read the text or paraphrase it, as you see fit. Depending on how the PCs handled earlier encounters it may be necessary for you to alter the text to fit the particular situation of your group.

### Tactics

The tactics section details the actions that the monsters and NPCs will take during combat. This can include the use of special powers or focusing on particular PCs. It will also indicate how the monster will use the aspects



of the tactical map to their advantage.

### Map

Each tactical encounter will include two maps. The first map indicates where all the monsters and NPCs will begin. The second map does not show monsters and can be handed out to the PCs. You will find all the maps in the Appendix. You are free to print the maps for use with this module.

### Features of the Area

This is where information about any special features of the map can be found. If aspects of the map can be interacted with the particulars will be listed in this section. Additionally, information about lighting, difficult terrain, cover and concealment are listed here.

### Starting the Adventure

The adventure and the campaign series as a whole begins in the beloved starting place of many campaigns, the tavern. The adventure assumes the PCs know one another; if you elect to follow a different route allow the PCs time to introduce themselves before beginning the first encounter.

Either way before beginning the Tavern Brawl allows the PCs to discuss their goals and ambitions. While it delays the encounter and the rolling of dice, it will assist in the long term character development.

*The Magistrate's Daughter* is the first in a series of adventures that will comprise an adventure path entitled *Humble Origins*. When the adventure path is completed the PCs will be level 30 and will have completed their Epic Destinies.

The modules will build off of one another fleshing out details of the adventure world. The modules will also tie into articles that are published at [dungeonsmaster.com](http://dungeonsmaster.com) relating to Campaign Design.



## Encounter 1

### Tavern Brawl

#### Setup

In a case of mistaken identity, a tavern patron thinks one of the PCs is someone who has done them wrong and is out for blood. This encounter assumes that your party is already familiar with one another. If this is not the case modify the encounter appropriately or allow some time for the players to introduce and describe their characters. This combat includes the following NPCs.

- 3 Human Bandit (B)
- 6 Human Rabble (R)

Spread the Human Rabble around the map as shown. The Human Bandits will start at various positions around the tavern. Read or paraphrase the following:

*It's mid-day and you find yourself enjoying a fine meal of stew and bread at the Bear's Claw. Combined with some Dwarven Ale it's perhaps the best meal you've had all week. That is quickly interrupted as a large man slams his fist into your companion.*

#### Tactics

The fight begins when one of the Human Bandits attacks one of the PCs. The Bandit will initially attack unarmed and will quickly draw his weapon. The Human Rabble will attack the closest PC. The other Bandits will attempt to flank where possible.

#### Features of the Area

**Illumination:** Bright light. The area is illuminated by several lanterns and sunlight spills in through the windows.

**Tables:** Moving onto a table costs 1 extra square of movement. A table may be tipped over which can then be used to grant cover.

**The Bar:** The bartender does not participate in the combat. Instead he dashes into the street and calls for the town guard. The bar itself provides cover for anyone who stands behind it. It requires a DC 30 Athletics check to jump onto the bar with a standing high jump and a DC 15 with a minimum 2-square running start.

#### Ending the Encounter

When the bar fight is over the PCs will quickly be surrounded by the town guard.

Caindel has an ancient history descending from the fallen Empire of Kharanthool. Though none of the townspeople alive today are aware of their ancient lineage, there is a sense of pride in being a people who live on the frontier of society.

Caindel today is a modest hamlet with a population of 1,200. Primary industries are forestry and mining. The town is largely self sufficient, trading for luxury goods.

Law and order are respected in Caindel. Part of the Erskine Kingdom, the citizens follow the King's Laws. Enforcement of these laws is maintained by the town guard who are loyal to Baron Kaliek.

## Encounter 2

### The Offer

#### Set-up

When the tavern brawl is finished the town Guard arrives quickly and investigates the scene. How the Guard handles the PCs will depend on whether lethal or non-lethal damage was used in the tavern brawl. The purpose of this encounter is to move the PCs forward to a meeting with the Magistrate.

#### Option One Lethal Force

If the PCs applied lethal force the Captain of the Guard indicates that their trouble with the law could disappear if they perform some work for the local Magistrate.

Read or paraphrase the following.

*The Captain of the Guard looks at you sternly. "We have laws here in Caindel; you've placed yourself in a difficult situation. Fortunately for you the Magistrate is looking for a group to do some work for him. Perhaps he'll grant you a pardon if you're successful with his task."*

#### Option Two Non-Lethal Force

If the PCs used non-lethal force the Captain of the Guard indicates that the local Magistrate has work for a resourceful party.

Read or paraphrase the following.

*The Captain of the Guard approaches you. "You've done good work here. Seamus there's been causing no end of trouble. We appreciate you subduing him and minimizing casualties. The Magistrate asked me to keep an eye open for a resourceful group; I think he's got some work that might suit you. Come along."*

#### Ending the Encounter

The PCs will be given no choice in the matter. The Magistrate wants to meet with them and the guards are there to escort them.

Magistrate Victor D'blasin is a large man. In his late forties he carries his girth well. Richly appointed in the clothing that earned him his fortune, he is a shrewd judge of character.

His youth was spent adventuring where he was part of the Company of the Silver Discs. Victor earned a reputation as being good with a sword, but something beyond the dangerous life of adventure called to him.

Settling down in Caindel he married the daughter of the local weaver. Putting his wealth from adventuring to good use he quickly expanded his wife's family business. His acumen for financial affairs quickly expanded the family fortunes.

Victor's wife died many years ago leaving him to raise their daughter Evelyn. Three years ago Baron Kaliek appointed him as Magistrate of Caindel.

## Encounter 3

### The Job

#### Setup

While Magistrate D'blasin wants to assist the party in every way possible, he is hearing requests from local townsfolk today and preparing for his daughters wedding. The PCs will need to be persuasive in order to learn more. The skill challenge provides the opportunity to learn more about Magistrate D'blasin, Baron Kaleik, Alex, Evelyn and the surrounding area.

Read or paraphrase the following.

*The PCs are brought before Magistrate Victor D'blasin. Leaning forward in his seat the Magistrate addresses you.*

*"My daughter has run off a week before her wedding. She is to marry Baron Kaleik's third son Alex. Of course she's run off with Alex, which only complicates the situation. The marriage is of great benefit to my family as it ties us to the Baron. However, Alex and Evelyn were under my watch when they ran off."*

*"My scouts have reported that the two of them were heading in the direction of an old hunting lodge in the Great Forest. They also report increased goblin activity in the area. I need you to go in and bring them back."*

*"The Baron is arriving here tomorrow to check on wedding preparations. It is vital that they be back by sunrise."*

*"Of course I will pay you for your services. A reward of 20gp will be awarded each of you for the successful return of the two children."*

#### Complexity

2 (6 successes, before 3 failures)

#### Primary Skills

Diplomacy, History, Insight, Streetwise

#### Secondary Skills

Bluff, Intimidate, Nature, Perception, Religion

#### Bluff (hard DC)

You take advantage of the Magistrate's honesty and elude that if he doesn't pay you more you will rat him out to the Baron. A success in this skill will increase the reward to 25gp each.

#### Diplomacy (moderate DC)

With refined eloquence you are able to move directly to the heart of the matter. You recognize that the Magistrate will be in trouble with the Baron should your mission fail. You are able to convince him that the task he has set is worth a larger reward. The use of Diplomacy in this manner will increase the reward to 30gp each.

#### Diplomacy (hard DC)

The Magistrate's Chief Steward Lorax approaches the PCs and advises that many are concerned that Evelyn has run off in such haste. Though she is a headstrong young woman, this course of action is uncharacteristic for her.

#### History (easy DC)

The Magistrate runs a textile business which is where he earned his money and grew in prominence.

#### History (moderate DC)

Baron Kaleik appoints Magistrates to run the villages of the Barony. He appointed Magistrate D'blasin three summers ago.



**History (moderate DC)**

Baron Kaleik is not well liked. He is ruthless, taxes his people excessively and is just generally mean.

**History (hard DC)**

Many locals have fled their homes due to the Baron's policies and now live in the Great Forest. As the King's Highway runs through the forest they rob the nobility that travel this route.

**Insight (moderate DC, assist)**

It is easy to see that Magistrate D'blasin is deeply troubled by the many events that are occurring this week. Successful use of Insight provides +2 on the next Diplomacy check.

**Intimidate (hard DC)**

Through the use of veiled threats you advise the Magistrate that he had better pay more for this mission or you'll be talking to the Baron when he arrives tomorrow. The Magistrate does not take kindly to this threat. The use of Intimidate has several consequences on the skill challenge.

- 1) Magistrate D'blasin agrees to pay 25gp each for the successful outcome of the mission.

- 2) All subsequent Diplomacy and Streetwise checks made during this encounter suffer a -5 penalty.
- 3) This counts as one failure towards the skill challenge.

**Nature (moderate DC)**

The successful use of Nature allows the party to learn that the Village of Caindel borders the Great Forest as it rises towards the Spires of Kulthrax. The hunting lodge the Magistrate believes his daughter and Alex have run towards is an 8 hour march through the forest.

**Perception (moderate DC)**

Your trained eye takes in your surroundings. You notice many religious tapestries adorning the Magistrates audience chamber.

**Perception (hard DC)**

You notice one of the Paiges in the room taking an unusual interest in your conversation with the Magistrate. When you approach the young man he quickly excuses himself from the room.

**Religion (moderate, assist)**

The use of Religion does not count as a success or failure in the skill challenge. Instead, the party gains a

+2 on the next Diplomacy check. Mentioning the tapestries increases this bonus to +3.

**Streetwise (easy DC)**

Magistrate D'blasin is liked by the local populace. He is seen as a fair ruler who doesn't overly tax and who opened his own food reserves to the village during a recent famine.

**Streetwise (moderate DC)**

The Magistrate's daughter Evelyn is the darling of the town, everyone loves her.

**Streetwise (moderate DC)**

The town militia is loyal to Baron Kaleik. Magistrate D'blasin has his own personal guards that defend the town hall.

**Ending the Encounter**

After the PCs have completed the skill challenge they should gather any supplies they require and head out in search of Evelyn.

## Encounter 4 The Bandits

### Setup

Shortly after entering the forest the PCs meet a group of bandits. Allow each PC to make a Perception check.

- Easy DC  
The PCs realize that they are surrounded.
- Moderate DC  
The PCs recognize one of the bandits as the Paige from the Magistrates audience room.

Read or paraphrase the following.

*The forest is thick and lush. The canopy above prevents any light from filtering through. Following a game trail you enter into a small clearing. As you move through the clearing a group of bandits rise up from the undergrowth. Their leader looks you over and then indicates for his men to lower their weapons. "You don't look like the Baron's men."*

The Bandits will share the following information with the party.

- The Magistrates daughter, Evelyn, was spotted by the

group's scouts about 8 hours ago coming up the path with several armed men. She appeared to be travelling against her will.

- The game trail the party is travelling on will take them to the hunting lodge. It is an 8 hour walk to the lodge from where they are now.
- There has been increased goblin activity in the area recently. Both in terms of numbers and aggression. The bandits don't know what has caused the increased activity.
- The bandits have all been forced from their homes by Baron Kaleik's men. They are simple farmers and labourers. They are looking for a better life for themselves and have created a community within the forest where they will be safe.
- The bandits are unable to assist the party in the journey to the hunting lodge as they have received word that the Baron has sent some men into the forest to root them out. They are on their way to protect their families.

### Ending the Encounter

Once the bandits have shared their information with the PCs they will depart quickly into the forest. The PCs should resume their trek towards the hunting lodge armed with new information.



## Encounter 5 Goblin Ambush

### Setup

Shortly after leaving the clearing with the bandits the PCs are set upon by a group of Goblins. The Goblins were sent by the Alex, Baron Kaleik's son, to ensure that no one would approach the hunting lodge until Evelyn was dead and the evidence against the bandits was set. This combat encounter includes the following NPCs.

- 2 Goblin Sharpshooter (S)
- 1 Goblin Skullcleaver (G)
- 4 Goblin Cutter (C)
- 1 Goblin Warrior (W)

Place the 2 Goblin Sharpshooters at the far end of the clearing. The 4 Goblin Cutters will swarm from one side while the Goblin Warrior and Skullcleaver will advance from the opposite side. Read or paraphrase the following.

*With the bandit's warning fresh in your mind, you continue the journey towards the hunting lodge. As you enter yet another clearing a twig snapping from*

*your left alerts you to danger. Drawing your weapons you turn to face four Goblins as the rush towards you.*

### Tactics

The Goblins tactics are not very sophisticated. The Goblin Cutters will charge directly at the closest PC. The Goblin Warrior will move into a flanking position if possible. The Goblin Skullcleaver will attempt to attack the any spell casters in the group. The Goblin Sharpshooters will fire at the closest PCs to their positions.

### Features of the Area

**Illumination:** Due to the thick tree canopy the area is considered to be dimly lit.

**Thick Brush:** The thick undergrowth surrounding the clearing is difficult terrain.

**Trees:** Should a PC wish to climb a tree a DC 15 Athletics check is required. Balancing on a tree limb requires a DC 10 Acrobatics check.

### Ending the Encounter

If the PCs search the Goblins they will find 20gp and a gem worth 10gp. The Goblin Skullcleaver also has a note written in Goblin on his person. Read or paraphrase the following if the note is found and someone in the party can speak Goblin.

*Craignar, I expect you to attack and kill any who approach the Lodge. Our plans cannot be ruined, we have come so far. Soon victory will be ours. Do not fail me, A.*

## Encounter 6 Over Yonder Hills

### Setup

The PC must use their knowledge of the wilderness and endurance skills to travel quickly to reach the hunting lodge before something happens to Evelyn. Read or paraphrase the following.

*After your meeting with the forest bandits and the ensuing goblin ambush you renew your trek towards the hunting lodge with urgency. The journey is going to be tough requiring you to draw deep on your internal reserves to maintain the grueling pace.*

### Complexity

3 (8 successes, before 3 failures)

### Primary Skills

Athletics, Endurance, Nature, Perception

### Athletics (hard DC)

Inform the players that every round at least one PC must make an Athletics check. The same PC may only make two Athletics checks during the entire skill challenge. You are running fast, being careful not to trip over fallen logs or other dips in

the path that you follow. A failed check results in the loss of one healing surge for all PCs (only apply this penalty once), and this counts as a failure towards the skill challenge.

### Endurance (hard DC)

Inform the players that every round at least two PCs need to make Endurance checks to maintain the group's pace. You are moving at a grueling pace and require all of your inner reserves to maintain it. A failed check results in the loss of one healing surge for all PCs (only apply this penalty once), and this counts as a failure towards the skill challenge.

### Nature (moderate DC)

Inform the players that every round at least one PC must make a Nature check to help keep the group on the right track.

### Perception (moderate DC, assist)

Your keen senses alert you to a potential danger ahead or allow you to find a short cut through the forest. This use of Perception does not count as a success or failure, but instead applies a +2 bonus or -2 penalty to the next Endurance or Nature check.

### Success

The PCs arrive at the hunting lodge before night fall.

### Failure

The PCs arrive at the hunting lodge after night fall. The defenders there are prepared for the party and will receive a surprise round (regardless of how sneaky the party is in their final approach). Additionally the NPCs will gain a +1 circumstance bonus to attack rolls during the surprise round.

### Ending the Encounter

At the end of the encounter the PCs will arrive at the hunting lodge. The time of day and preparedness of the NPCs will depend on the success or failure of the skill challenge.

## Encounter 7 The Hunting lodge

### Setup

The setup for this encounter will depend upon the PCs success or failure in encounter 6. If the PCs failed encounter 6 the NPCs will gain a surprise round. The NPCs they face are listed below:

- 3 Goblin Sharpshooter (S)
- 1 Hobgoblin Soldier (H)
- 1 Goblin Skullcleaver (G)
- 1 Goblin Blackblade (B)
- 6 Goblin Cutter (C)

Disperse the NPCs across the map as shown in the DM version of the map. The hunting lodge is little more than a ruin now.

Read or paraphrase the following to the PCs:

*You break through the foliage and come to the ruins of the hunting lodge. A group of Goblins are waiting for you as combat begins.*

### Tactics

During the first two rounds of combat the Sharpshooters will fire at the closest PCs they can see, they will then switch and target the same PC the Skullcleaver and Hobgoblin Mercenary are attacking. The Sharpshooters will use the window frames and the barrel for cover. The Cutters will swarm towards the closest PCs to keep them away from Sharpshooters. The Blackblade will attempt to move around to the rear of the PCs and attack any PCs attacking from range. The Skullcleaver and Hobgoblin Soldier will attempt to work together and flank the same PC. They will initially concentrate on PCs in heavy armor. However they will switch to attack the PC that deals the most damage during melee combat.

During the third round of combat any PC who makes a successful DC 15 Perception check will see a figure running from the back of the hunting lodge. This is Baron Kaleik's son Alex, no matter what happens the PCs are unable to capture or kill him.

### Features of the Area

**Thick Brush:** The forest around the hunting lodge is difficult terrain.

### Ending the Encounter

After the NPCs have been defeated the PCs will discover Evelyn inside the hunting lodge. She is still alive, her captors being unable to kill her before the PCs arrived. Baron Kaleik's son Alex has escaped. A search of the hunting lodge will reveal information that Alex was attempting to frame the bandits for Evelyn's death.

The PCs will discover 60gp and one gem worth 30gp. On the body of the Skullcleaver is a +1 flaming weapon. The Hobgoblin Soldier is wearing +1 armour.



## Concluding the Adventure

The return to Caindel is uneventful. Magistrate D'blasin is pleased that his daughter has been returned safely. He is deeply disturbed about the attempt on her life by Alex. Realizing he will have a difficult meeting with the Baron tomorrow, he thanks the PCs and retires to his chambers. Read or paraphrase the following.

*Magistrate D'blasin says, "Thank you for rescuing Evelyn. It seems her disappearance was more than two lovers running into the woods. I thank you and ask for your discretion in this matter. The Baron is still planning his visit tomorrow and he expects to see his son here as well. I don't know if he had a hand in these matters. I will need to tread carefully as he is a powerful man and not someone I wish to cross. As promised here is your payment. I would ask that you stay about Caindel as I may have further use for your services."*

Reward the PCs with the appropriate experience based on the success of the encounters. The PCs will now find that the townspeople of Caindel view them in a new light. They are the new heroes in town and will enjoy a

+1 on all Diplomacy checks they make while in Caindel.

## Rewards Summary

At the end of the adventure, the PCs earn experience points and treasure. All totals listed here are per PC and assumes that there were 5 PCs participating in the adventure.

### Experience Points

Give PCs a full award for each encounter they successfully completed and half the amount if they were unsuccessful. Give no award if the PCs did not play the encounter.

#### Encounter 1: Tavern Brawl

50/110 XP

#### Encounter 3: The Job

40/80 XP

#### Encounter 5: Goblin Ambush

50/100 XP

#### Encounter 6: Over Yonder Hills

30/60 XP

#### Encounter 7: The Hunting lodge

80/160 XP

#### Story Reward:

40 XP

### Total Possible Experience

550 XP

## Treasure

Total treasure available depends on the outcome of Encounter 3.

### Encounter 3:

20, 25 or 30gp depending on the outcome of the skill challenge.

### Encounter 5:

20gp

1 gem worth 10gp

### Encounter 7:

60gp

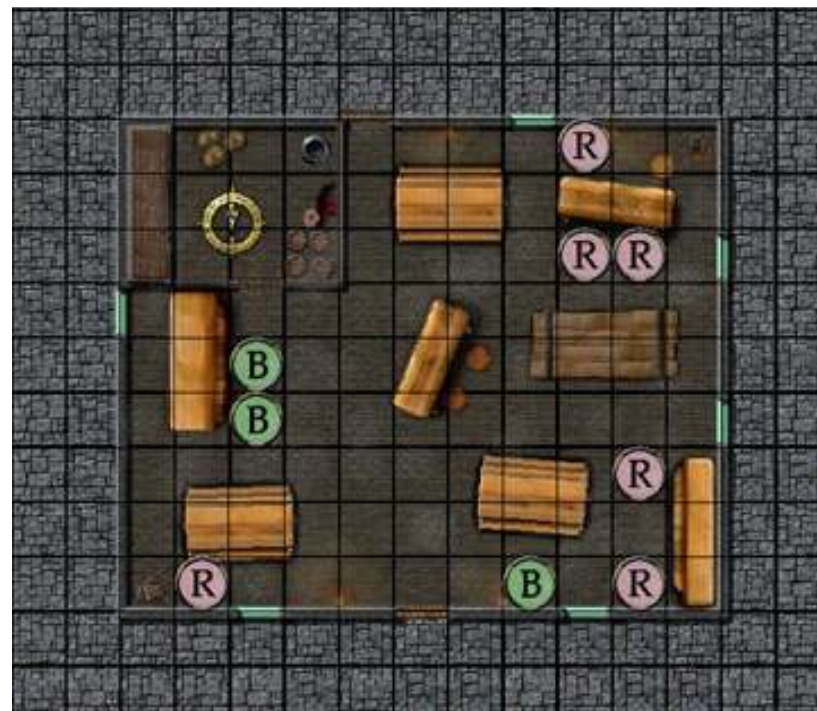
1 gem worth 30gp

+1 flaming weapon

+1 armour

## Appendix

### Encounter 1



## Encounter 5





## Encounter 7

