

A Chaos Scar Adventure

THE BROTHERS GRAY

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“The Brothers Gray” is a short adventure for five 1st-level characters that takes place in the Chaos Scar, near the King’s Wall. “The Brothers Gray” takes the PCs into the ruins of an abandoned mining outpost, where they must contend with a trio of murderous halflings. If you’re not playing a Chaos Scar campaign, you can still use this adventure by integrating it into any existing campaign situated near a wilderness area that had mining operations at some point in the past.

For details on the Chaos Scar and its environs, read the [Chaos Scar introduction](#) and check out the map of the entire valley.

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BACKGROUND

The Brothers Gray is a gang of cutthroats and murderers led by a trio of villainous halfling brothers—Finneus, Lambert, and Moseley Graybairn. The depraved brothers prey upon those homesteads and travelers that venture too near the valley of the Chaos Scar. Survivors have been few and far between, and an entire posse of guardsmen sent from a nearby barony disappeared without a trace while following the halflings' trail toward the valley. (Whether these disappearances were due to an ambush by Brothers or other monsters wandering free of the valley is not known.) Whatever the case, as long as the Brothers Gray can strike targets with impunity and melt back into the hostile wilderness, their depredations are likely to continue.

ADVENTURE SYNOPSIS

The nearby constabulary is not the only group with an interest in seeing the Brothers Gray gang permanently disbanded. The success of the gang lies not only in the bloodthirstiness of its members to ward away intruders but in the security of their hideout. Through intimidation, negotiation, and blind luck, the gang has managed to forge a truce with other denizens of the valley—most recently the halfling priestess of [Torog, Morgana](#)—and locate an abandoned and well-concealed mine from which they can plan their raids and retreat back to rest and recuperate.

The Brothers Gray have lived in their mine stronghold for a couple of months now and have grown confident in its secrecy and the dangers of the surrounding area to ward off pursuers. As such, they have become lax in their vigilance, and the party has the opportunity to catch the majority of the gang off guard. From there, the heroes can head into the old mine structure and encounter two of the three halfling brothers. If the PCs are perceptive, they will note that not all the gang members are present—one of the brothers is missing—and will have the opportunity to ambush the returning brother and his compatriots when they arrive home from a scouting mission. If the party doesn't take precautions, though, then they find themselves ambushed in turn.

Finally, the old mine works that the gang inhabits provides opportunities for future exploration in the form of an old, seemingly bottomless mine shaft and a mysterious tunnel that departs from it as a secretly cut drift.

GETTING THE HEROES INVOLVED

“The Brothers Gray” takes place in the Chaos Scar. You can use one of the hooks below to get the PCs into the valley and to the mine works. These hooks also come with a minor quest that, if completed, can net the PCs some extra experience.

HOOK 1: KOBOLD PLEA

In the process of making a name for themselves in the valley, the Brothers Gray haven't made allies of all their neighbors. In one case in particular, they stepped on the toes of a local tribe of kobolds, the Fireclaw Clan. The kobolds are a cowardly lot and have been keeping an eye out for someone who might help rid them of the Brothers Gray, who ambushed and killed three of their weaker members. The kobolds are now convinced the Brothers Gray are very powerful and fear to cross them. If the heroes have already defeated some foes in the Chaos Scar, the kobolds send an emissary to ask for their aid in defeating the brothers. The kobolds are hungry for vengeance, and are willing to trade information about points of interest deeper in the valley in exchange for the heads of the brothers.

Quest XP: 100 XP for each halfling brother the heroes slay.

MURDER!

The reason the nearby barony sent guards after the brothers is more than just a general interest in preserving the peace. The Brothers Gray ambushed a merchant caravan leaving the barony just a few weeks ago, and killed everyone traveling with the merchant.

The merchant was actually a cousin to the baron, and he wants his kinsman's killers brought to justice. The baron has put a bounty on the heads of the killers, and will reward the PCs via an emissary if they show proof that the deed is done.

Quest XP: 100 XP and 50 gp for each halfling brother the heroes slay.

TREASURE PREPARATION

"The Brothers Gray" uses the treasure parcel system described in the *Dungeon Master's Guide*. The PCs should gain a total of three treasure parcels in this adventure. Listed below are the most likely places to find parcels and what those treasure parcels might consist of. The magic items should come from the players' wish lists.

Parcel 1: Bandit Encampment	200 gp
Parcel 2: Upper Works	100-gp gem and 200 sp
Parcel 3: Homecoming	Magic item, level 5

GETTING STARTED

If the PCs do any research into the Brothers Gray, they can uncover the following information with the appropriate skill checks:

History (DC 10): The Brothers Gray gang is notorious for its bloodthirsty and merciless raids on isolated farmsteads and small groups of travelers. They're number anywhere from a half dozen to ten or more, and it's said they use an old mine works as their base of operations.

History (DC 15): The Brothers Gray gang is named for its leaders, halfling brothers named Graybairn, orphaned from a troll raid on a distant village years ago. They're said to be completely insane—overcome with bloodlust for their lost family and friends whose deaths they blame on a nearby baron who did not defend their village.

Streetwise (DC 10): No one is sure exactly how many halfling brothers there are. Some say the gang is nothing more than a single halfling using multiple disguises, while others claim the band is led by twins.

Streetwise (DC 15): The halflings are actually a trio, but they lead a group of other bandits, who follow them thanks to the profitability of the brothers' attacks—and because the halflings have cowed the rest of their band through their sheer ferocity.

When the heroes are ready to begin, read the following aloud:

The Brothers Gray have terrorized the region for the last time. In the distance, and still within sight of the King's Wall, you see the rundown remains of a mine complex—exactly as described. This must be it.

TIES TO OTHER ADVENTURES IN THE SCAR

As mentioned, Morgana from "Den of the Slave-Takers" (*Dungeon* #171) might have fled here if the PCs failed to capture or kill her after playing that adventure. If that's the case, you can use her in "The Brothers Gray" in a couple of interesting places.

If the heroes are trouncing the brothers in encounter G2, Morgana could be concealed in the upper level of the mine works near the massive winch.

Otherwise, perhaps Morgana accompanied Moseley. This makes an already difficult encounter (due to Moseley's level) much more treacherous, so do this only with an experienced or well-rested group.

GL. BANDIT ENCAMPMENT

Encounter Level 1 (550 XP)

- 1 human bandit (B)
- 4 human rabble (R)
- 1 goblin sharpshooter (G)

SETUP

Once the PCs have learned the location of the mine encampment of the Brothers Gray gang, they can seek out the bandits. How the party approaches is up to the players, but the following description assumes that the PCs approach after nightfall when the bandits are least active and that they take measures to be stealthy

Human Bandit (B) Medium natural humanoid	Level 2 Skirmisher XP 125
Initiative +6	Senses Perception +1
HP 37; Bloodied 18	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
⊕ Mace (standard; at-will) ♦ Weapon +4 vs. AC; 1d8 + 1 damage, and the human bandit shifts 1 square.	
⊗ Dagger (standard; at-will) ♦ Weapon Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.	
↓ Dazing Strike (standard; encounter) ♦ Weapon Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, mace, 4 daggers	

4 Human Rabble (R) Medium natural humanoid	Level 2 Minion XP 31
Initiative +1 Senses Perception +1	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 11, Will 11, see also <i>mob rule</i>	
Speed 6	
⊕ Club (standard; at-will) ♦ Weapon +6 vs. AC; 4 damage.	
Mob Rule The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Evil	Languages Common
Str 14 (+2)	Dex 10 (+1) Wis 10 (+1)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Equipment club	

in their approach. If they choose to do otherwise, modify the description accordingly.

While the bandits in the camp are not particularly alert, the goblin sharpshooter atop the mine's roof is. His passive Perception check is 12. If the PCs beat that with their Stealth checks, they can approach the camp unnoticed all the way to the edge of the map. The bandits in the camp are not alert and can be easily surprised.

The adventurers cannot initially see the human bandit, the human rabble by the stream, or the goblin sharpshooter.

As the adventurers reach the edge of the woods at the base of the canyon wall, read:

Firelight flickers through the trees ahead. Built against the side of the canyon is a ramshackle mining operation, its head frame and hoist house built onto a wide ledge above and formerly powered by a water wheel in a stream-fed pool. Rickety stairs climb the outside of this structure. At its base a group of bedrolls have been laid out around a campfire. Three rough-looking men lounge about and talk among themselves.

Goblin Sharpshooter (G) Small natural humanoid	Level 2 Artillery XP 125
Initiative +5 Senses Perception +2; low-light vision	
HP 31; Bloodied 15	
AC 16; Fortitude 12, Reflex 14, Will 11	
Speed 6; see also <i>goblin tactics</i>	
⊕ Short Sword (standard; at-will) ♦ Weapon +6 vs. AC; 1d6 + 2 damage.	
⊗ Hand Crossbow (standard; at-will) ♦ Weapon Ranged 10/20; +9 vs. AC; 1d6 + 4 damage	
Sniper When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.	
Combat Advantage The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (Immediate reaction, when missed by a melee attack; at-will) The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +12, Thievery +12	
Str 14 (+3)	Dex 18 (+5) Wis 13 (+2)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts, pocket flask of whiskey	

Perception Check

DC 10: *A precariously leaning outhouse stands at the base of the cliff not far from the ore shed.*

DC 15: *The footfalls of a lone individual can be heard walking back from the nearby stream.*

DC 22: *A single, small figure, clothed in black, sits high atop the framework tower above the mine house. It is almost invisible against the night-dark sky.*

TACTICS

The three human rabble at the main camp are likely to be surprised by the attack of the PCs. They are cowardly but know a hangman's noose awaits them if brought back to civilization in custody and fight with a desperate ferocity, using *mob rule* as much



as possible. If not also surprised, the human rabble coming back from the stream with a bucket of water immediately charges in to join his comrades.

The human bandit is indisposed in the outhouse and doesn't join the battle until the third round. He attempts to use *Stealth* to sneak into the trees and throw daggers from concealment to gain combat advantage. He charges in to use *dazing strike* against a badly wounded foe or a spellcaster that hangs back and isn't as well defended.

The goblin sharpshooter sits atop the head frame sipping whisky from a tin cup. Upon spotting the PCs or when the attack begins, he drops it among the girders and braces of the head frames where it clatters all the way down the mine shaft alerting

the Graybairn brothers within. A DC 20 Perception check is necessary to hear this telltale alarm from outside the mine building. He then makes *sniper* attacks, using *Stealth* to stay hidden on the head frame and maintain combat advantage after successful hits. The sharpshooter does not call down to his allies below, selfishly choosing to maintain his own element of surprise rather than give the humans a chance to react.

DEVELOPMENT

As long as the human bandit and goblin sharpshooter live, the human rabble continue to fight. If both are killed, the rabble attempt to scatter into the benighted woods to find happier hunting grounds.

FEATURES OF THE AREA

Illumination: Bright light within 10 squares around the campfire. Dim light elsewhere (quarter moon waxing).

Trees: Squares containing trees are difficult terrain and provide concealment to anyone standing in them. A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.

Stream and Pond: The stream is 2 feet deep, and each square is difficult terrain. It is ice cold. The pond is shallow (5 feet deep) within 5 feet of the bank and deep (10 feet deep) beyond that. Creatures in the water gain cover (-2 to attack rolls) except against submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

Shallow water squares are difficult terrain. Creatures in deep water require an Athletics skill check to move, and powers that have the fire keyword take a -2 penalty to attack rolls. A creature that moves from an area of shallow water into a deep water square ends its movement in that square unless already swimming.

Escarpment and Waterfalls: The sides of the canyon are steep and rocky. The first escarpment is 15 feet high. The second, atop which the hoist house and waterwheel sit, is 10 feet high (a 25-foot drop to the west of the mine). The last escarpment is 20 feet high. They can be scaled with a DC 15 Athletics check. Attempting to scale them through the waterfalls requires a DC 25 Athletics check, but the falling water provides concealment to those doing so.

Bedroll: The brigands sleep on filthy bedrolls. They have no effect on movement.

Mine Buildings: These are constructed of time-silvered, vertical wooden planks—some missing altogether. Climbing these walls requires a DC 25 Athletics check. The roof is made of wooden shingles and sloped at a nearly 45-degree angle, requiring a DC 10 Acrobatics or Athletics check to move across at normal speed. Doors are wooden and have a Break DC of 16, AC 5, Fortitude 10, Reflex 5, and 20 hp. They can be barred from within.

Waterwheel and Gears: This assembly has been frozen in place with rust and corrosion. Climbing the waterwheel requires a DC 10 Athletics check. The gear enters the hoist house through a hole, cut to size, in the plank wall.

Head Frame: The lower course of this framework—10 feet high—is composed of horizontal planks and requires a DC 15 Athletics check to climb. Above that, the remaining 20 feet of its height is composed of heavy crossbeams bolted together and requires only a DC 5 Athletics check to climb. Anyone positioned among these timbers has cover (-2 to attack rolls). Chains dangle from the pulleys at the peak of the head frame and can be scrambled down with a DC 10 Athletics check.

G2. UPPER WORKS

Encounter Level 1 (425 XP)

Lambert Graybairn, halfling slinger (L)

Finneus Graybairn, halfling thief (F)

2 stirges (S)

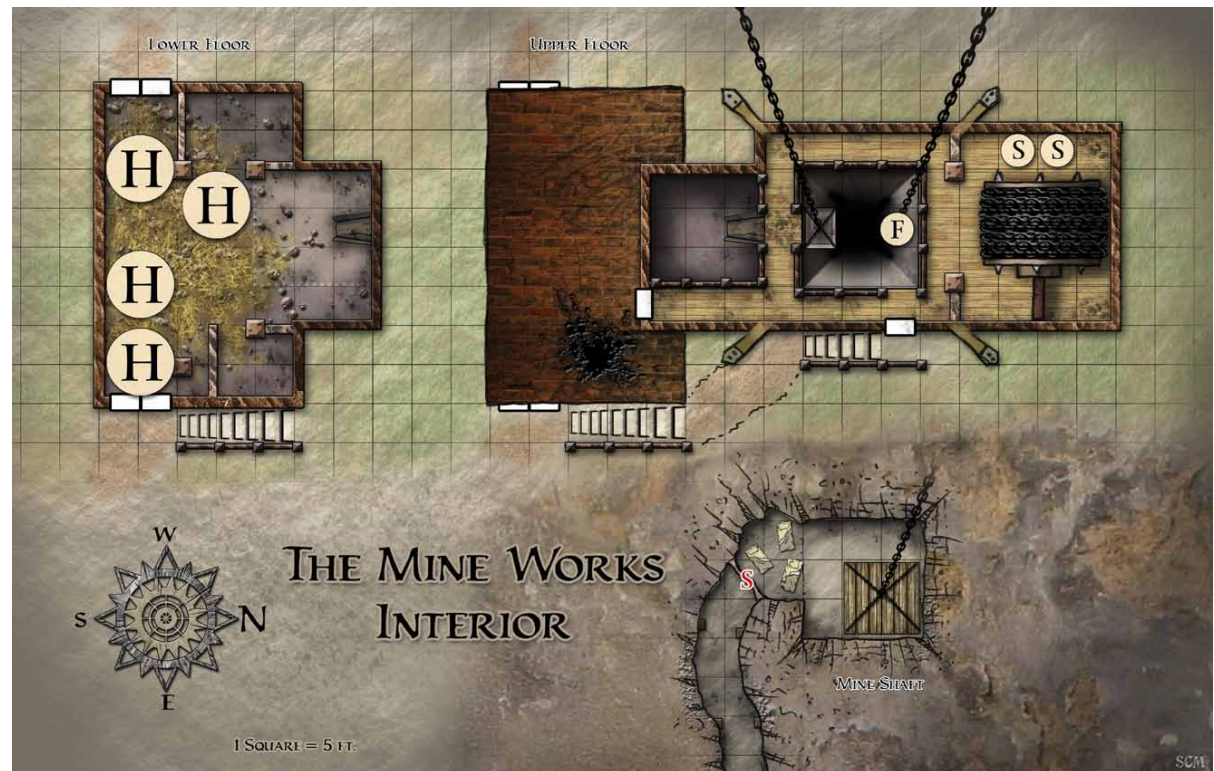
SETUP

This encounter takes place inside the mine buildings.

These structures are set up on two different levels of the canyon wall. The lower level is the old ore shed, where ore brought up from the mine was loaded into carts and hauled away for separation and processing. It is now being used as a stable for the gang's mounts (the horses are indicated on the map by H tags). The ceiling of the lower level is 15 feet at the south end and rises to 25 feet at the north end.

The second level consists of the housing for the mine shaft as well as the hoist house. The mine shaft lies directly below the head frame. The hoist in the hoist house once controlled the lift and the ore skip that descended into the mine by pulleys from the head frame. The gears and drums are all frozen now with rust and time and no longer function. The ceilings of these two chambers are 20 feet high, though that above the mine shaft opens up into the buttressing of the head frame above so that it is open to the sky.

None of the occupants of the building are in plain sight. Only reveal them as the party succeeds on Perception checks or are attacked.



If the PCs enter by way of the lower doors into the ore shed, read:

This rickety structure is occupied by four horses that shuffle nervously at your entry. Portions of the room have been sectioned off into stalls, and the northernmost portion is open to the mine buildings above, a railed balcony looking down and the scored wood of an old chute descending from it. A portion of the shed's ceiling has collapsed above one of the stalls leaving a gaping hole. A sharp odor permeates the chamber.

Perception Check

DC 19: *A small form huddles in the shadows of one of the stalls, the glint of steel in its hand.*

The Brothers Gray keep a pair of stirges as pets. They are only half trained and as a result the brothers have hit upon a foul-smelling salve that repels stirges and have spread it upon the horses. A DC 10 Nature check identifies the smell as some sort of herbal repellent, but it takes a DC 15 check to recognize it as useful against stirges in particular.

If the PCs enter by way of the upper doors into the hoist house, read:

Water drips from a framework of heavy beams above that look up into the night sky. Heavy chains descend from ancient pulleys into the yawning mouth of a mine shaft encased in a wooden railing. One chain suspends a cast-iron ore skip, but the other descends into the darkness of the shaft. To the south, a balcony overlooks an ore chute into the shed below. To the north is the heavy, chain-wrapped drum of the mine's old hoist.

Perception Check

DC 15: The flutter of tiny wings can heard from behind the hoist drum.

DC 19: Dangling from the chains above is a small, dark form. It swings something in its hand.

TACTICS

Alerted by the goblin sharpshooter or the sounds of battle, Lambert hides in one of the stalls in the ore shed, while Finneus climbs the lift chain to a point 20 feet above the mine shaft opening and hides in the shadows among the head frame.

If the party enters the ore shed, Lambert uses *mobile melee attack* to sneak among the horses and gain combat advantage. While the horses are not combatants, they allow Lambert to duck through their squares. The horses do not view the heroes as allies, and will not allow them to simply move through their spaces. Lambert then makes his escape through the hole in the roof to regroup with Finneus above.

Finneus makes sniper attacks. From his perch, he can sling his stones down over the balcony at targets in the ore shed.

The stirges doze from perches on the side of the hoist drum but awake once individuals enter the building. In the second round after the adventurers enter, they swoop to attack.

Lambert Graybairn, Halfling Thief (L)		Level 2 Skirmisher
Small natural humanoid		XP 125
Initiative +6	Senses Perception +1	
HP 34; Bloodied 17		
AC 16; Fortitude 13, Reflex 15, Will 14; see also <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6; see also <i>mobile melee attack</i>		
⚔ Dagger (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d4 + 3 damage.		
⚔ Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +7 vs. AC; 1d4 + 3 damage.		
⚔ Mobile Melee Attack (standard; at-will)		
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.		
Combat Advantage		
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling thief forces the attacker to reroll the attack and take the new result.		
Alignment Chaotic evil	Languages Common, Goblin	
Skills Acrobatics +11, Stealth +9, Thievery +11		
Str 12 (+2)	Dex 16 (+4)	Wis 11 (+1)
Con 10 (+1)	Int 10 (+1)	Cha 14 (+3)
Equipment leather armor, 4 daggers, thieves' tools		

Finneus Graybairn, Halfling Slinger (F)		Level 1 Artillery
Small natural humanoid		XP 100
Initiative +4	Senses Perception +5	
HP 22; Bloodied 11		
AC 15; Fortitude 12, Reflex 15, Will 13; see also <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d4 + 4 damage.		
⚔ Sling (standard; at-will) ♦ Weapon		
Ranged 10/20; +6 vs. AC; 1d6 + 4 damage.		
⚔ Stone Rain (standard; recharge ⚔ ⚔) ♦ Weapon		
The halfling slinger makes three sling attacks, each with a -2 penalty on the attack roll.		
Combat Advantage		
The halfling slinger deals an extra 1d6 damage on ranged attacks against any target it has combat advantage against.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling slinger forces the attacker to reroll the attack and take the new result.		
Sniper		
A hidden halfling slinger that misses with a ranged attack remains hidden.		
Alignment Chaotic evil	Languages Common, Goblin	
Skills Acrobatics +6, Stealth +9, Thievery +11		
Str 12 (+1)	Dex 18 (+4)	Wis 11 (+0)
Con 10 (+0)	Int 10 (+0)	Cha 14 (+2)
Equipment leather armor, dagger, sling with 20 bullets		

2 Stirges (S)		Level 1 Lurker
Small natural beast		XP 100
Initiative +7	Senses Perception +0; darkvision	
HP 22; Bloodied 11		
AC 15; Fortitude 12, Reflex 13, Will 10; see also <i>bite</i>		
Speed 2; fly 6 (hover)		
⊕ Bite (standard; at-will)		
+6 vs. AC; 1d4 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.		
Alignment Unaligned	Languages –	
Skills Stealth +8		
Str 8 (-1)	Dex 16 (+3)	Wis 10 (+0)
Con 10 (+0)	Int 1 (-5)	Cha 4 (-3)

DEVELOPMENT

Once the bandits and stirges have been dealt with, the adventurers can search the mine buildings at their leisure. If they search the ledge in the mine shaft or possibly through questioning of prisoners, a DC 15 Perception check reveals that one of the Brothers Gray is missing. Encounter 3 occurs whenever you deem appropriate, though allowing the PCs at least a short rest to recover is appropriate. Their level of preparation will depend on how carefully they investigate this area of the mine.

FEATURES OF THE AREA

Illumination: Dim light in the ore shed and beneath the head frame where some moonlight can seep in. Dark elsewhere.

Mine Shaft: This shaft drops 300 feet before ending in a gallery below that opens into numerous mine drifts that are beyond the scope of this adventure. The shaft's walls are rough-hewn and damp and require a DC 25 Athletics check to climb. The ledge occupied by the Brothers Gray is 30 feet below the lip of the shaft. The lift is suspended at this level. A rope tied between the ledge and the lift allows it to be swung over to allow access to the ledge.

Ore Skip and Lift: These conveyors are frozen in place unless the hoist is somehow made operational again. Their chains can be climbed with a DC 5 Athletics check. The ore skip provides cover and concealment to anyone crouching inside.

Railings and Chute: The railings around the balcony and mine shaft are made of wood and are 3 feet high. They are still sturdy but do not provide cover. The ore chute can be climbed with a DC 20 Athletics check.

Support Posts and Horse Stalls: The support posts in the ore shed run from floor to ceiling and provide cover (-2 to attack rolls) to anyone standing adjacent to it. The northeastern post has subtle handholds cut into it, allowing it to be climbed with a DC 5 Athletics check to reach the hole in the ceiling. The stalls have wooden walls 4 feet high that provide cover and concealment to anyone behind them.

Hoist Winch: This massive iron drum is wrapped in chains and was once operated by gears entering through the side wall from the waterwheel outside. It is not rusted and corroded into mobility. The floor beside it is covered in bloody droppings beneath where the stirges nest. The hoist drum provides cover to anyone behind it.

Bedrolls: The three halfling brothers have bedrolls that are much cleaner and in better shape than those of the other bandits. They have no effect on movement.

Secret Door and Tunnel: This secret door requires a DC 20 Perception check to locate. Beyond it is a played-out drift tunnel shored up with timbers. It is explored further in a future adventure. The brothers are unaware of its existence.

G3. HOMECOMING

Encounter Level 1 (550 XP)

Moseley Graybairn, halfling prowler
1 human berserker
1 gray wolf

SETUP

Run this encounter after the PCs have explored the mine buildings and dealt with the bandits and had a chance to take a short rest and recover somewhat, but before they depart. If they are aware of a third halfling brother, they are likely to be alert to his possible return. If they wait for him to show up, allow the heroes a Perception check to detect his return as described below. Otherwise, the remainder of the gang returns from scouting while it is still dark and learns that something is amiss as soon as they are within sight of the fire and find that their companions are dead or gone.

No map is provided for this encounter as it can occur anywhere you see fit. The exterior of the mine building is a likely spot for the PCs to set up their ambush, if they choose to do so, in which case you could use the map from G1.

Perception Check

DC 15: *The faint clop of a horse's hoof sounds on the forest floor, followed by a whicker and jingle of harness as a horse and rider quietly make their way toward the mine.*

When the remaining bandits attack, read:

A burly human with an ugly scar across his face charges into battle with a greataxe. Behind him, a halfling in leather armor stands beside a snarling wolf and raises a small crossbow.

TACTICS

If the bandits are aware of the PCs' presence, then they remain in the shadows of the woods while trying to scout around and discern where the intruders are. Otherwise they ride into camp and dismount before realizing anything is wrong. Each rides a horse, but both dismount before fighting and the horses remain as noncombatants.

The human berserker charges the most likely looking foe with his greataxe. Moseley hangs back and fires poisoned crossbow bolts, trying to remain in the concealment of shadows as much as possible. If forced into melee, his wolf always remains adjacent to him to allow him to use his crowd shield unless they are able to catch someone in a flank and gain combat advantage.

Moseley Graybairn, Halfling Prowler		Level 6 Lurker
Small natural humanoid		XP 250
Initiative +11	Senses Perception +8	
HP 52; Bloodied 26		
AC 18; Fortitude 14, Reflex 15, Will 15; see also crowd shield and nimble reaction		
Saving Throws +5 against fear effects		
Speed 6		
Ⓢ Short Sword (standard; at-will) ⚔ Poison, Weapon		
+10 vs. AC; 1d6 + 4 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack:</i> +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).		
Ⓢ Hand Crossbow (standard; at-will) ⚔ Poison, Weapon		
Ranged 10/20; +10 vs. AC; 1d6 + 4 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack:</i> +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).		
Catfall		
If the halfling prowler falls, reduce the distance it falls by 20 feet when determining how much damage it takes.		
Crowd Shield		
The halfling prowler gains a +2 bonus to its AC and Reflex defense if it has one creature adjacent to it, or a +4 bonus if two or more creatures are adjacent to it.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling prowler forces the attacker to reroll the attack and take the new result.		
Alignment Chaotic evil		Languages Common, Goblin
Skills Acrobatics +14, Athletics +9, Stealth +12, Streetwise +10, Thievery +14		
Str 12 (+4)	Dex 18 (+7)	Wis 10 (+3)
Con 10 (+3)	Int 10 (+3)	Cha 15 (+5)
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools		

Human Berserker		Level 4 Brute
Medium natural humanoid		XP 175
Initiative +3	Senses Perception +2	
HP 66; Bloodied 33; see also <i>battle fury</i>		
AC 15; Fortitude 15, Reflex 14, Will 14		
Speed 7		
⊕ Greataxe (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12 + 4 damage (crit 1d12 + 16).		
⊕ Battle Fury (free, when first bloodied; encounter)		
The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
⤵ Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +5 vs. AC; 1d6 + 3 damage.		
Alignment Evil	Languages Common	
Skills Athletics +9, Endurance +9		
Str 17 (+5)	Dex 12 (+43)	Wis 11 (+2)
Con 16 (+5)	Int 10 (+2)	Cha 12 (+3)
Equipment hide armor, greataxe, 2 handaxes		

Gray Wolf		Level 2 Skirmisher
Medium natural beast		XP 125
Initiative +5	Senses Perception +7; low-light vision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 14, Will 13		
Speed 8		
⊕ Bite (standard; at-will)		
+7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.		
Combat Advantage		
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned	Languages –	
Str 13 (+2)	Dex 14 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)

DEVELOPMENT

This is potentially a difficult fight. Moseley is the toughest of the three brothers. If the PCs aren't up to a battle of this difficulty, you might allow them an extended rest before Moseley and his crew returns to the mine.

Moseley and the human berserker fight to the death, knowing that a hangman's noose awaits them if captured. If Moseley is killed, the gray wolf flees into the woods.

If the Brothers Gray gang is destroyed and proof is presented to whomever hired the heroes, the PCs will be rewarded with 150 gp for destroying this serious threat to the area.

FEATURES OF THE AREA

Depending on where the fight takes place, use the Features of G1 or G2.

About the Author

Greg is a lifelong gamer who has been writing adventures for the past half-dozen years. He received his first ENnie award last year, leaving only the Heisman Trophy and Nobel Prize on his list of lifetime goals. He considers himself to be well ahead of schedule.