Download ->>> http://bit.ly/2JVOcNw

About This Content

A Marvelous Treasure Gone Missing!

The people of Corbin Village are hardy folk, familiar with the dangers of the region. But when a band of orcs raids the village, Sheriff McBride realizes she has more troubles than she can handle and calls on a group of heroes to bring the orcs to justice. To complicate matters, the orcs have stolen an item of great historical value from the local sage, and he wants it back. Can the

PCs survive the dangers of a nearby marsh and locate the bandits' hidden lair? If they do, can they take down the orc raiders and recover the sage's precious statue?

The Bandit's Cave is an adventure for 1st-level characters. It is part one of Trail of the Apprentice, a full campaign made up of 5 interconnected adventure modules for the 5th Edition of the world's most famous roleplaying game. The Trail of the Apprentice saga and all adventures in the the Legendary Beginnings line from Legendary Games are designed as exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. Pick up this 50-page adventure today and Make Your Game Legendary!

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the included 5E ruleset.

Title: Fantasy Grounds - 5E: Legendary Beginnings: The Bandit's Cave
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 9 Jun, 2016

 a09c17d780

Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: n/a

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

New Deity: Losinia, goddess of the Moon

Many people in Threll worship Losinia, the goddess of the moon. The first settlers of Threll brought her faith with them when they travelled to these lands and those who live on the rivers and shores throughout the kingdom have a particular fondness for her. Additionally, as a deity who promotes order and good health, she is popular throughout the realm.

Losinia

Goddess of the Moon

Other Names The Pale Lady

Alignment Lawful Good

Holy Symbol White or silver disc with a woman's face

Portfolio Moon, Tidewaters and the Shore, Rhythms and cycles, Health

Alignments LG, NG, LN

Suggested Domains Knowledge, Life

Favored Weapon Spear

The Ravensworth Inn

The Ravensworth Inn is a new addition to Corbin, but it serves an important purpose. Every year more people stop at the village, waiting for a ferry to Riverside or for an overland carriage to Port Fairglade. The Ravensworth gives travelers a place to stay and spend their money. Danforth Gibson and his family own and run the inn. The Ravensworth Inn has eight rooms that can sleep four comfortably, though "comfortable" in these times still means that two people share a bed. Mister Gibson also offers two "common" rooms where up to sixteen guests can sleep on the floor. During the day, the common rooms are cleared of people and aired out, for use as meeting rooms or fest halls, until the night falls and the inn's staff lays out the mats and blankets on which the guests will sleep.

Sidebar: Family Game Night

One design goal for the *Trail of the Apprentice* adventures is to provide modules that an adult can quickly and easily prepare for use in a "family game night." The adventures are designed to be appropriate for younger audiences, and our hope is that families will use these games to run at home, just as they would play board games or card games.

The adventures contain more straightforward plots with clear objectives. Killing monsters and fighting "the bad guys" is a big part of most fantasy RPGs, so we didn't take that out, but we've kept the themes lighter and presented situations in which the player characters are heroes facing enemies who are obviously bad guys. The adventures' challenges also present opportunities for teamwork and for individual players to shine.

Throughout the module, sidebars like this will give advice on running this adventure and on how to use the ideas presented here to build adventures of your own. Together with the presented combat maps and simplified stat blocks, this advice should make it quick and easy for the Game Master to prepare and start running each *Trail of the Apprentice* adventure.

The Village of Corbin

Corbin is a large village resting on the shores of the Imlenite River. It is the primary waterfront community in Moresby County in the kingdom of Threll. Most of the overland travel that passes from the city of Port Fairglade to towns farther inland passes through Corbin.

A wooden palisade surrounds the village with a main gate controlling access to and from the east. Several piers allow river travelers access to the village from the northwest. The wall around the village is necessary because Corbin sits on a patch of dry land between Tiller's Marsh and the Dread Marsh. Both of these swamps are home to dangerous animals and monsters. The walls are sufficient to deal with most of these creatures, though this wasn't always the case.

The Dread Marsh is particularly infamous, for it was once the domain of a terrible coven of hags. Many years ago, the hags terrorized the people of Moresby County and all travelers on the Imlenite River. A group of heroes finally ventured into the swamp to defeat the coven. Though they lost a good friend in the battle, they were able to free the region from the hags.

After the battle, one of the heroes stayed in Moresby County to oversee the construction of Hagwatch Tower. He petitioned the king of Threll to station several knights in the tower, and trained them to make sure they would always be ready to fight hags and their minions. To this day, the people of Corbin help the knights of Hagwatch Tower stand guard against the return of those horrible creatures to the marsh.

1.03 Starting the adventure

When all the players have created their characters, are gathered around the gaming table and are ready to begin, start by reading the text below. When you've finished reading, set up the first combat area, either by hand-drawing the scene on a battle mat with dry-or wet-erase markers or using a printed

1.00 The Bandit's Cave

The Bandit's Cave is a short adventure designed for new players and Game Masters using the 5th Edition (5E) rules. The adventure is written for a party of four 1st-level player characters (PCs), but can be used with groups of two to six players.

Sidebar: How to be an Orc

There are two main things that everyone needs to remember when playing a tabletop RPG. First, you're playing a character in a make-believe world. Second, you're playing a game that's supposed to be fun.

Many people who play RPGs want to portray a fantastic setting with an intricate plot and characters with deep motivations and a compelling back story. For gamers who have a lot of interest and experience in creating those elements, it is a big part of what makes playing RPGs fun. Other players may be more interested in developing and displaying tactical and strategic skills, but very few people start playing RPGs with that kind of experience. You need to keep that in mind, particularly if you are running games for young players.

In general, kids will respond more to a story if they are engaged in what is going on. Not every child-or adult, even-is going to enjoy listening to a long description of the scene. But most everyone will respond to a memorable, vividly portrayed character. Bringing those characters to life in a recognizable way is both a talent and a skill that good GMs develop over time.

Wizards

Ithamar Ruggles is a 4th level wizard who also serves as the village sage. Although there are one or two other practitioners of magic in Corbin at any one time, none possess the wisdom and knowledge that Ithamar possesses. What these lower-level wizards do possess is greater presence of mind and a willingness to leave their homes on a more regular basis. As such they may be more likely to make and sell potions or scrolls for the right price. For his part, Ithamar is always willing to help, if one can get his attention and hold it long enough. The best way to do this is to relate your request to some major historical event.

Ithamar Ruggles

1.03 Starting the advent

When all the players have created their gathered around the gaming table and by reading the text below. When you've up the first combat area, either by hand battle mat with dry-or wet-erase markers

1.04.01 1A Weapon Thieves (

The PCs soon see three orcs heading for the we shop:

Across the square, three orcs are trying way into a house that is also the shop of the village weapon smith. One orc is hac of the house with his axe, while two oth by, looking around for any villagers who

1 Square = 5 Feet